Michael Chen

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EDUCATION:

University of California, Riverside **Sep 2013 - *Present***
Bachelor of Science in Computer Engineering, June 2017
*Cumulative **GPA of 3.138** through Fall 2015*

EXPERIENCE AND LEADERSHIP:

Taiwan Tech Trek Hualien County, Taiwan **June 2015 – Aug 2015**
CSIE Intern

- Seven-week internship program at the National Dong Hwa University's Department of Computer Science and Information Engineering evaluated by the Ministry of Science and Technology
- Used the Unity game engine to develop different genres of video games
- Cross script communication done in C#
- Taught computer science undergraduate, graduate, and post-graduate students conversational English skills

Not So Sharp A Cappella Riverside, CA **Sep 2014 – *Present***
Tenor Section Leader

- Member of UC Riverside's only co-ed a cappella group and competitor in the annual International Championship of Collegiate A Cappella
- Leads weekly sectional practices in preparation for quarterly concerts and various gigs
- Solo performances, accompaniment, and vocal arrangement

PROJECT EXPERIENCE:

rshell - github.com/mchen046/rshell **Spring 2015**

- A bash emulator that uses many UNIX system calls such as execvp, fork, pipe, and wait
- Written in C++

Raptor - github.com/mchen046/Raptor **Spring 2015**

- A vertical shooter video game inspired by Raptor: Call of the Shadows, originally released on MS-DOS
- Built as an embedded system using Atmel AVR Studio
- Written in C

Geometric Tower Defense - github.com/mchen046/Tower-Defense **June 2015 – Aug 2015**

- A tower defense game using standard geometric models
- Created with Unity
- Written in C#

TECHNICAL SKILLS:

Developer Platforms: Atmel AVR Studio, MARS, PSpice, RIMS, RIBS, RITS, Unity, vim, Xilinx Design ISE
Languages: C++, C#, C, LC-3, MIPS, shell scripting, VHDL

CORE COURSEWORK:

Completed: Data Structures and Algorithms, Design and Architecture of Computer Systems, Discrete Structures, Electronic Circuits, Embedded Systems, Logic Design, Machine Organization and Assembly Language Programming, Software Construction
Currently enrolled: Automata and Formal Languages, Design of Operating Systems, Formal Logic