

# 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 3.37 through Fall 2016*

## EXPERIENCE

**Institute for Information Industry Taipei, Taiwan**

**July 2016 – Aug 2016**

**Summer Engineering Intern**

- **CarQ**

- Developed an iOS Q/A platform where users can troubleshoot car issues in a forum environment
- Live on the App Store – subset of a car diagnostic app called CarJ
- Written in Obj-C – employs a modified version of the Mamute-api

- **AutoMD Diagnose Web Crawler**

- Designed and implemented a multi-threaded tool that utilizes RESTful API services to crawl and consolidate car diagnostic data
- Written in Java – JSON output serves as CarQ's database structure

**National Dong Hwa University Hualien County, Taiwan**

**June 2015 – Aug 2015**

**CSIE Intern**

- **Geometric Tower Defense**

- Developed a tower defense game with incremental level progression
- Created with Unity – cross script communication done in C#

## PROJECTS

**Elevator**

**Fall 2016**

- An embedded system 3 level elevator system that utilizes an intelligent scheduling algorithm
- Developed with CodeWarrior and RealTerm in C

**UCR Craigslist**

**Spring 2016**

- Created as a solution to Facebook's lack of support for item buying and selling groups
- iOS 4 tab navigation – create/browse posts, maps, messaging, and profile reviews
- Written in Obj-C with biz.nf serving as the backend

**Raptor**

**Spring 2015**

- An embedded system vertical shooter game displayed on an 8x8 dual-colour LED matrix
- Developed with Atmel AVR Studio in C

**rshell**

**Spring 2015**

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

## SKILLS

**Tools and Technologies:** Atmel AVR Studio, Eclipse, IntelliJ IDEA, Maven, RESTful API, Unity, vim, Xcode

**Programming Languages:** C, C#, C++, Java, Obj-C

**Spoken Languages:** English, Mandarin Chinese