








Wei-Chen Chen

Open to senior developer roles in domain including system infrastructure, backend, or AI/ML

Experience	System Software Engineer Devicebook, Bellevue, WA, USA <ul style="list-style-type: none">Lead to bring up various wireless interfaces (Wi-Fi, Bluetooth, and other Wireless modules) in ARM-based platformDesign embedded system with Yocto Project and stabilize Linux kernel for product	2020-present 
	Software Engineer II Microsoft, Redmond, WA, USA <ul style="list-style-type: none">Developed 5G network features and infrastructure under Azure Core OSDesigned and improved Windows WinRT API for Mobile BroadbandRealized cellular features on network stack to improve wireless experience	2016 – 2020 
	Software Engineer Intern Google, Mountain View, CA, USA <ul style="list-style-type: none">Developed algorithms to recognize the indoor footprint of significant Wi-Fi change	Summer 2015 
	Graduate (Teaching/Research) Assistant University of Wisconsin-Madison, Madison, WI, USA Teaching Assistant <ul style="list-style-type: none">Served in the data structure course at Epic System for training engineers	2014 – 2016 
	Research Assistant Intel-NTU Connected Context Computing Center, Taipei, Taiwan <ul style="list-style-type: none">Implemented real-time systems, which Integrated heterogeneous system components such as wireless sensor network devices, actuators, and serversDesigned the web interface for information visualization and user feedback collection in an interactive smart home environment	2012 – 2014 
Education	University of Wisconsin–Madison Master of Science – Computer Sciences	2014 – 2016 
	National Taiwan University Bachelor of Science – Computer Science and Information Engineering	2007 – 2011 
Relevant Courses		
Advanced Machine Learning Numerical Methods Software Design Pattern		
Data Visualization Human Computer Interaction Cloud Computing		
Database Management System Unix-like System Programming Distributed Systems		
Skills	Programming C, C++ (Modern C++11/14/17), C#, Java, Python, JavaScript, Rust	
	Platforms Linux, Mac OSX, Windows, Embedded System	
	Framework and Tools Git, Jenkins, gRPC, Yocto Project, Docker, WSL	
Domain	<ul style="list-style-type: none">API DesignDevOps CI/CDLinux InternalsAsynchronous I/OConcurrent/Parallel ComputingNetwork Protocols	