








# Wei-Chen Chen

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

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