

Wei-Chen Chen

Open for opportunities of senior developer roles in domain: system infrastructure, backend, or AI/ML

Experience **Software System Engineer**

Devicebook, Bellevue, WA, USA

- Lead to bring up various wireless interfaces (Wi-Fi, Bluetooth, and other Wireless modules) in ARM-based platform
- Design embedded system with Yocto Project and stabilize Linux kernel for product

2020-present



Software Engineer II

Microsoft, Redmond, WA, USA

- Developed 5G network features and infrastructure under Azure Core OS
- Designed and improved Windows WinRT API for Mobile Broadband
- Realized cellular features on network stack to improve wireless experience

2016 – 2020



Software Engineer Intern

Google, Mountain View, CA, USA

- 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

- Served in the data structure course at Epic System for training engineers

2014 – 2016



Research Assistant

- Involved in a research of large-scale literature corpus data modeling and visualization

Research Assistant

Intel-NTU Connected Context Computing Center, Taipei, Taiwan

- Implemented real-time systems, which Integrated heterogeneous system components such as wireless sensor network devices, actuators, and servers
- Designed 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

- API Design
- DevOps CI/CD
- Linux Internals
- Asynchronous I/O
- Concurrent/Parallel Computing
- Network Protocols