Bellevue, WA
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Wei-Chen Chen

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

Experience

Software System Engineer
Devicebook, Bellevue, WA, USA — 2020-present
- 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

Software Engineer II
Microsoft, Redmond, WA, USA — 2016 – 2020
- 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

Software Engineer Intern
Google, Mountain View, CA, USA — Summer 2015
- Developed algorithms to recognize the indoor footprint of significant Wi-Fi change

Graduate (Teaching/Research) Assistant
University of Wisconsin-Madison, Madison, WI, USA — 2014 – 2016
Teaching Assistant
- Served in the data structure course at Epic System for training engineers

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 — 2012 – 2014
- 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

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