








*Open to senior developer roles in domain including system infrastructure, backend, or data storage*

Experience	<b>System Software Engineer</b> Devicebook, Bellevue, WA, USA <ul style="list-style-type: none"><li>Lead to bring up 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 for kernel MBIM driver and contributed to Wireshark opensource project regarding MBIM protocol parser</li><li>Refactored cellular network emulation framework by exposing Interoperability between C++ and C# such that it empowers internal developer teams to improve test coverage to &gt;90%</li><li>Designed and improved Windows WinRT API for Mobile Broadband</li></ul>	2016 – 2020 
	<b>Software Engineer Intern</b> Google, Mountain View, CA, USA <ul style="list-style-type: none"><li>Developed machine learning model to recognize the indoor significant Wi-Fi footprint with low recall (~80%) and high precision (&gt;90%)</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 
	Research Assistant <ul style="list-style-type: none"><li>Involved in a research of large-scale literature corpus data modeling and visualization</li></ul>	
Education	<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 
	<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>Skills</b>	
	<b>Programming</b> C, C++ (Modern C++11/14/17), C#, Java, Python, JavaScript, Rust	
Honors	<b>Platforms</b> Linux, Mac OSX, Windows, Embedded System	
	<b>Framework/Tools/Domain Knowledge</b> Git, Jenkins, gRPC, WSL, Network Protocols	
	<b>Hong-Wen and Cheen Liao Graduate Scholarship</b> Granted by University of Wisconsin-Madison	2014
	<b>Presidential Award</b> Ranked within the top 5% GPA in the CS Dept. of National Taiwan University	2009
	<b>Publications</b>	
	<b>Context-Aware Energy Saving System with Multiple Comfort-Constrained Optimization in M2M-based Home Environment</b> Ching-Hu Lu, Chao-Lin Wu, Mao-Yuan Weng, <b>Wei-Chen Chen</b> , and Li-Chen Fu IEEE Transactions on Automation Science and Engineering, vol.PP, no.99, pp.1, 2015	
	<b>An Efficient Data Storage Method of NoSQL Database for HEM Mobile Applications in IoT</b> <b>Wei-Chen Chen</b> , Ya-Hung Chen, Chao-Lin Wu, and Li-Chen Fu IEEE International Conference on Internet of Things, 2014	
	<b>Anticipatory Reasoning for a Proactive Context-aware Energy Saving System</b> Chao-Lin Wu, <b>Wei-Chen Chen</b> , Ching-Hu Lu, and Li-Chen Fu IEEE International Conference on Internet of Things, 2014	