Micheal Chung

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EDUCATION

University of Washington	Mar. 2021 – Mar. 2024
Bachelor of Science in *Computer Science*	Seattle, WA
Distinctions: NASA Space Grant Recipient	
Waseda University	Mar. 2023 – Aug. 2023
Study Abroad via *University of Washington*	Tokyo, Japan

EXPERIENCE

Software Engineering Intern	Jun. 2022 – Sep. 2022
Apple Inc.	Cupertino, CA

- Apple Watch & watchOS
- Developed audio processing daemon & user-level watchOS application

Computer Science Security Research Assistant	Dec. 2021 – Present
Univ. of Washington – School of Computer Science – Security & Privacy Lab	Seattle, WA

- R&D of RISC-V based Trusted Execution Environment Keystone
- C/C++ kernel/OS programming; GDB/QEMU debugging

Computer Science Teaching Assistant	Jun. 2021 – Sep. 2021
Univ. of Washington – School of Computer Science	Seattle, WA

- Teaching students in CSE391 *System and Software Tools*

Computer Science & Calculus Tutor	Sep. 2020 – Sep. 2021
North Seattle College Student Learning Center	Seattle, WA

- Tutored students 5 days a week in college-level math & computer science courses

Computer Science Instructor	Dec. 2019 – May 2020
Coding with Kids	Seattle, WA

- Introduced 5 classes of elementary-schoolers to computer science through Scratch and Python

Voting Rights Volunteer	2020
Common Power	Seattle, WA

- Helped advocate raise awareness for voting rights and helped American citizens register to vote

PROJECTS

PokeWalker Hacking: Hacking a Pokemon game's bundled pedometer accessory	*C*	Jan. 2023 – Present

- Exploited pedometer through its IR communications hardware via a STM32 ARM dev board and IrDA daughterboard
- 3DS Homebrew app utilizing on-board IR hardware for user-friendly access to exploit

KanjiSensei: macOS app for Japanese language-learning	*Swift, SwiftUI, Python*	Jun. 2021 – Present

- Wrote a HTTP server in Swift to host media assets
- Interfaced with jisho.org using Python to manipulate SVG data

Auk Flight Computer: College rocketry club flight computer	*C, Arduino*	Oct. 2019 – Jun. 2021

- Utilized Arduino to gather live-telemetry data to be transmitted to ground station
- Developed controlled parachute deployment based on sensor data

BizQuiz: Quizzical study guides for high-school business students	*C#, SQL*	Jun. 2018 – Jun. 2019

- Placed 5th nationwide in the FBLA *Mobile Application Development* competition
- Worked in team of three to develop study applications for Android and iOS

SFX: Low-level, multithreaded audio-analysis	*C, C++*	2019

- Low-level C/C++ programming interfacing with external audio input hardware
- Applied a fourier-transform C library to add audio effects from input audio

TECHNICAL SKILLS

Programming/Hardware Languages: C/C++, C#, Java, Objective-C, Python, Swift, Verilog
Frameworks: Android, iOS, SwiftUI, Xamarin, STM32
Developer Tools: QEMU, GDB, ARM Development Boards, XCode, Git, Linux

LANGUAGES

English	Native
Chinese (Cantonese)	Heritage
Japanese	Conversational