

# Michael Robert Merola

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## Skills

Javascript (Proficient)

C++/C# (Proficient)

Python (Proficient)

Scala (Familiar)

HTML/CSS (Proficient)

Angular.js

SQL

Git

Unity 5

Salesforce

AutoCAD (Beginner)

DAW Music Production

Japanese 日本語 (Conversational)

## Awards and Honors

SHPE/MAES 2016 - Current

- Society of Hispanic Engineers

BOLD Scholar 2016 - Current

- Scholarship for diverse engineers

Most Involved Student 2016

- Highest club participation in graduating class

Eagle Scout 2013

- BSA Highest Rank

## Extra-Curricular

Independent Musician

Jazz Guitarist in University Ensembles

Producer + Composer

Licensed Ham Radio Operator

Fencer

## Education

University of Colorado Boulder

*exp. graduation* May 2020

3.4 GPA, Computer Science BS

College of Engineering, Minor in Business

Lewis – Palmer High School

*graduated* May 2016

4.1 GPA, Summa Cum Laude Graduate

32 ACT, AP Scholar with Distinction

## Work Experience

Scoville Co. (Tokyo, Japan)

May - July 2019

Engineering Intern

- Contributed to the Drone + AI teams with research, coding, and testing tasks
- Developed algorithm in Unity C# to simulate drone movement and LIDAR
- Gained work experience in a multi-cultural and Japanese business setting

Zayo Group (Boulder, CO)

June 2018 – May 2019

Software Development Intern

- Developed Apex Salesforce programs to aid internal operations
- Frontend development/design with Angular, Javascript, and HTML/CSS
- Team based work with Gitlab and Agile-based framework

CU Office of Data Analytics

September 2017 - May 2018

Virtual Reality Research + Developer

- Built a VR annotation system as a tool for university students/researchers
- Used Unity 5, HTC Vive, and C#/Javascript in a team-based environment

Hewlett-Packard Enterprise

May - August 2017

Storage Solutions Intern

- Setup/configured HP servers and storage solutions, testing/upgrading software and firmware, Windows certification testing, C++ development
- Successfully certified HP servers for Windows operating systems

## Other

Hack CU V

March 2019

- Utilized React.js to build an online music sampler/sequencer
- Sample videos directly from YouTube, compatible with MIDI keyboards

PennApps Hackathon

September 2017

- Worked in a team to develop a web application that allows users to organize Internet content for learning and tutoring
- Independently explored topics of AI, game music, and pixel art

Caltech Hackathon (Hacktech)

March 2017

- Developed application to analyze workplace interaction with Slack data
- Winner of the *Best Use of AWS* Award