Mitchell Comer

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Education

Georgia Institute of Technology (Transfer) — Atlanta, GA

Bachelor of Science in Computer Science, concentrated in Intelligence/Modeling and Simulation — Expected May 2027

- Relevant Coursework: Linear Algebra, Objects and Design

University of Massachusetts — Amherst, MA

Bachelor of Science in Computer Science, GPA: 4.0 — May 2024

- Relevant Coursework: Object Oriented Programming, Data Structures and Algorithms, Calculus I/II/III, Reasoning Under Uncertainty

Skills

Programming Languages: Java, Python, C#, C, C++, SQL, HTML, CSS, Nix

Frameworks and Libraries: Scikit-learn, Pandas, NumPy, MatPlotLib, Joblib, Junit, Protobuf

Tools and Platforms: Git, Github, VSCode, Unity, Anaconda, Linux(WSL), CMake, Agile Methodologies, UML(Draw.io), Android Studio, Doxygen

Certifications: IBM Cybersecurity Fundamentals, SQL Essential Training

Relevant Experience

Hytech Racing - Software Division — Atlanta, GA

Developer — August 2024 – Present

- Authoring Torque Controller Muxer(firmware) docs, diagrams, failure modes, and tests. Ensured full integration test coverage and error handling
- Enhancing a Python script generating .proto files for enum message compatibility, successfully integrating this with a CAN communications driver in the Drivebrain torque controller for seamless data parsing and encoding
- Assisting in integrating offloading service of MCAP files onto MangoDB database for analysis and storage
- Contributed to information base about Nix, CMake, and C++ best practices to support future members

Work Based Learning Alliance — Hingham, MA

Cybersecurity Intern — August 2023 - August 2023

- Investigated and evaluated the severity of weaknesses in a website based on a security scan, created spreadsheet to classify these weaknesses
- Presented recommended solutions to my supervisor and enabled the resolution of the 20+ identified threats

RGB Computer Solutions — Hingham, MA

Intern/Technician — October 2022-March 2023

- Interpreted Windows and Macintosh operating system issues with 2+ computer systems a day in order to repair and optimize them
- Documented issues and guided customers step-by-step through their technological issues to educate them, reducing future repeat service requests

Projects

WanderSync — August 2024 – December 2024

- Collaborating in Android Studio with Agile Methods on development of "WanderSync", simplifying travel itinerary management
- Developing the UI and Java logic for a splash screen, welcome screen, user authentication system with Firebase, and navigable placeholder screens
- Conducting object-oriented analysis (OOA) for the initial design phase, creating a comprehensive Domain Model and Use Case Diagram
- Delivering design artifacts and functional demos to meet sprint objectives, showcasing iterative development and continuous collaboration

Elemental Survivor(Personal) — May 2024 - Present

- Designing and Developing a 3D story-driven puzzle game, by conceptualizing advanced game mechanics to engage players
- Optimizing game performance through ongoing code refinement and best practices in memory management to ensure a seamless player experience
- Engineered a robust event-based system architecture in Unity, with currently over 60 C# scripts developed that implement key game functionalities, with a strong focus on object-oriented programming principles

Extracurricular and Leadership Experience

American Legion Massachusetts Boys State — Easton, MA

Election Official – Learned leadership, economics, and politics in seminars, directed elections and kept integrity in mock government processes

Beth Israel Medical Center in Boston and Suburban Home Health — Hingham, MA

Organizer/Volunteer - Planned Hingham community efforts and donations for war in Ukraine, volunteered receiving, organizing, and cataloguing items totaling $1,000+ received, recognized by Polish White Eagle(newspaper in Poland)