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

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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

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Relevant Experience

Hytech Racing - Software Division   Atlanta, GA

Developer   August 2024 – present

- Authoring Torque Controller Muxer docs, diagrams, failure modes, and tests. Ensured full integration test coverage and error handling
- Enhancing a Python script generating .proto files for enum compatibility, successfully integrating with the CAN communications driver in Drivebrain for seamless message parsing and encoding. Documented process and created flow charts for CAN driver and its integration
- 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

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Projects

WanderSync   August 2024 – December 2024

- Collaborating in Android Studio with Agile Methods on development of "WanderSync" in class, 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   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

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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)