

Micah Haycraft

DEVELOPER, PHOTOGRAPHER — [MHAYCRAFT.DEV](https://mhaycraft.dev)

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github.com/MEECAH
Chapel Hill, NC

🎓 Education

Bachelor of Science - Computer Science

University of North Carolina at Chapel Hill 2018 - 2021

Associate of Science

Asheville-Buncombe Technical Community College
2016 - 2018

Graduated 4.0 GPA & Highest Honors

🎓 Electives Courses

Modern Web Programming - COMP 426

Serious Games - COMP 585 - *Android Studio, Flutter, Dart*

Computer Vision - COMP 590 - *Python, Numpy, Pytorch*

AR/VR HCI - COMP 590 - *Unity, C#*

Computer Security Concepts - COMP 435 - *Python*

Computational Photography - COMP 572 - *Matlab*

Portraiture, Lighting, & Business Technique - MEJO 489

🏢 Experience

Software Engineering Intern D-Vision Systems

Jun 2019 - Aug 2019 Tel Aviv, Israel

Develop [new C++ classes](#) for use with existing computer vision and drone navigation systems

Mathematics Tutor UNC Math Help Center

Aug 2018 - May 2020 Chapel Hill, NC

Assist students in Math Help Center with topics ranging from pre-calculus algebra to multivariable calculus

Audio, Video, Lighting Specialist Brookstone Church

2012 - 2018 Asheville, NC

Audio Editor Preparedness Radio Network

2011 - 2013 Asheville, NC

Skills

Things I have varying degrees of experience with

Dev: GitHub, Java, C#, Python, Matlab, HTML, CSS, Javascript, Node.js, jQuery p5.js, AR.js, react.js, Unity, Visual Studio Code, IntelliJ Idea, Android Studio

Photographer: Digital & Analog Portraiture, Lighting Techniques for Still Photography, Adobe Lightroom, Adobe Photoshop

Entertainment Production: Recorded & Live Audio Engineering, FOH Mixing, Audio & Video Editing, Lighting Design, Lighting Console Programming & Operation, Adobe Premiere, Pro Tools, Logic, OBS

Academic Honor Societies

Phi Theta Kappa

The National Society of Leadership and Success

📁 Projects

Photo Portfolio Gallery Personal

Jan 2021 <https://mhaycraft.dev/photo>

Use a react.js component to add a responsive Google Photos inspired image gallery for my photography portfolio

Technologies Used: HTML, CSS, React.js

Generative Watercolors Personal

Dec 2020 - Present Work In Progress

<https://github.com/MEECAH/watercolors-generative>

Attempt to create computer generated watercolor paintings in p5.js by engineering my own algorithms to implement the methods loosely given by Tyler Hobbs in his essay "How To Hack A Painting"

Technologies Used: HTML, p5.js

ARt On Franklin Carolina AR/VR

Jun 2020 - Dec 2020

<https://github.com/carolina-ar-vr/FranklinARGallery>

Collaboration between UNC Arts Everywhere and Carolina AR/VR to build a web AR experience to Franklin St in Chapel Hill. Implemented marker based tracking, AR content interaction, and geolocation based markers to guide users to more markers

Technologies Used: HTML, CSS, Javascript, AR.js, A-Frame

Spatialized Audio VR Piano COMP 590

Apr 2020 - May 2020

<https://github.com/MEECAH/590-santaloci-haycraft-vrpiano>

A spatialized audio VR piano experience for a user study on presence and immersion

Technologies Used: C#, Unity, Oculus SDK, Steam Audio

Who's Your Daddy - Mobile Language Learning Game COMP 585

Jan 2020 - May 2020

<https://github.com/MEECAH/Comp-585>

A multiplayer Cherokee language learning game for Android, implemented with user authentication, multiplayer gameplay, and solo training component

Technologies Used: Android Studio, Flutter, Dart, Firebase

Masheen Learnin' Web App COMP 426

Nov 2019 - Dec 2019

<https://github.com/MEECAH/theEdgeCases>

A responsive web app for easy creation, training, and use of basic neural networks in the style of a social media web app. Implementation included user authentication with searchable and likable user profiles

Technologies Used: HTML5, Bulma, Javascript, jQuery, jQuery UI, Firebase, Axios, Brain.js