

Mitchell Cootauco

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EDUCATION

Loyola Marymount University | *Los Angeles, CA*

May 2024

B.S. - Computer Science | Minor in Interactive, Gaming, and Immersive Media

- **Relevant Coursework:** Data Structures, Algorithms, Networks, Computer Systems Organization, Computer Graphics, Discrete Mathematics, Mobile Application Development, Probability and Statistics, Logic and Computer Design, Discrete Mathematics, Linear Algebra

SKILLS & TECHNICAL TOOLS

Languages: Java, JavaScript, Python, Swift - IOS, HTML, CSS

Technologies: Git, ReactJS

EXPERIENCE

SOAR Research | *Loyola Marymount University*

May 2023 - June 2023

- Developed a web application utilizing React and an API to provide users with information regarding birds
- Resolved API connectivity issues by mending the API key in the Javascript file
- Established weekly meetings with a team of 2

Woody Click | *Loyola Marymount University*

April 2023

- Participated in a 12-hour hackathon focused on the United Nations' 17 Sustainable Development Goals
- Designed a web application inspired by the game "Cookie Clicker," employing Google Firebase and website scraping techniques to provide users with immediate satisfaction through donations to the Team Trees website
- Collaborated with a team of 3 other software engineers to achieve 1st place
- Conceived a plan to split into teams of 2 which expanded our work speed

PROJECTS

Firestore Blog iOS App | *Swift*

- Composed an iOS blogging application for uploading makeup reviews with APIs and Swift UI to present makeup data
- Integrated Google Firebase Authentication to establish user authentication and configure security privileges
- Installed Google Firebase Database to store and synchronize data in real-time, ensuring updates across all connected devices

Calendar Satisfaction Problem Solver | *Java*

- Assembled a program for optimized meeting scheduling, incorporating unary and binary constraints
- Employed Java data structures and advanced consistency algorithms to ensure precise answers
- Achieved efficient and reliable meeting arrangements, enhancing overall calendar satisfaction

Tic-Tac-Total | *Java*

- Created a numeric version of Tic-Tac-Toe with an AI opponent featuring alpha-beta pruning for strategic decision-making
- Demonstrated use of treemaps and iterators to manage game states and player moves efficiently
- Utilized a 2D int array to ensure seamless gameplay and optimal move evaluations

Forneymon | *Java*

- Designed methods for Forneymon collection management, including adding, removing, achieving MVP status, trading, and rearranging
- Leveraged Java techniques such as downcasting and optimized object variables to enhance game functionality
- Devised and optimized an AI system employing decision trees and heuristic algorithms