Mitchell Cootauco

Los Angeles, CA 90045 | *mcootauc@gmail.com* | (626) 782-3100
LinkedIn | GitHub | Portfolio

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, Machine Learning, Cyber Security, Networks, Mobile Application Development, Web Application Development, Computer Systems Organization, Computer Graphics, Discrete Mathematics, Probability and Statistics, Logic and Computer Design, Discrete Mathematics, Linear Algebra

TECHNICAL PROJECTS

Babel Beauty - Firebase Blog iOS App | *Swift*   **May 2022**
- Developed an iOS blogging app using Swift UI and integrating APIs, enabling the display of makeup data and reviews
- Implemented Google Firebase Authentication, enhancing user security by installing authentication protocols to protect data
- Installed Google Firebase Database, allowing real-time synchronization across interconnected devices and ensuring updates

Calendar Satisfaction Problem Solver | *Java*   **May 2022**
- Assembled a meeting scheduling program that optimized efficiency by incorporating unary and binary constraints
- Utilized consistency algorithms to consistently deliver precise solutions in providing results
- Delivered efficient and dependable meeting arrangements, upgrading overall calendar satisfaction

Distle - AI Game | *Java*   **March 2022**
- Developed a game that enhances the Wordle experience by introducing random word lengths, showcasing creative problem-solving and game development skills
- Utilized memorization tables, enabling the player to make informed decisions on transformation types and quantities required to win the game

Tic-Tac-Total - AI Game | *Java*   **February 2022**
- Created a numeric version of Tic-Tac-Toe with an AI opponent that used alpha-beta pruning for decision-making, enhancing the game's complexity and challenges
- Demonstrated expertise in utilizing treemaps and iterators to manage game states and optimize player moves

WORK EXPERIENCE

Algorithms Teacher Assistant | *Loyola Marymount University*   **August 2023 - Present**
- Enabled understanding of algorithmic concepts in CMSI2130 course for 75 students through 1-1 tutoring, facilitating enhanced academic success
- Exemplified communication and interpersonal skills, resulting in enhanced comprehension

Feather Finder - SOAR Researcher | *Loyola Marymount University*   **May 2023 - June 2023**
- Designed a web app using React and the eBird API, improving their online experience and access to avian knowledge
- Resolved API connectivity issues by rectifying the API key discrepancy, ensuring uninterrupted data flow and functionality

Woody Click - LMU Hacks Winner | *Loyola Marymount University*   **April 2023**
- Participated in a hackathon focused on the United Nations' 17 Sustainable Development Goals with 3 other students, achieving 1st place in general computer science
- Developed a web application inspired by the game "Cookie Clicker," employing Google Firebase and website scraping techniques, delivering users instant gratification and enjoyment through seamless donations to the Team Trees website

SKILLS & TECHNICAL TOOLS

Languages: Java, Python, Javascript, Swift - IOS, HTML, CSS
Technologies: Git, ReactJS, R