Mitchell T. Cootauco

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EDUCATION

Loyola Marymount University | *Los Angeles, CA*

M.S. - Computer Science **May 2025**
B.S. - Computer Science | Minor in Interactive, Gaming, and Immersive Media; GPA 3.3 **May 2024**
Relevant Coursework: Data Structures, Algorithms, Machine Learning, Mobile Application Development, Web Application Development, Cybersecurity, Discrete Mathematics, Logic and Computer Design, Discrete Mathematics, Linear Algebra
Campus Activities: Men's Club Volleyball, LMU Esports Club, LMU League of Legends Team, Product Space

TECHNICAL PROJECTS

Marketplace Web App | *Full Stack* **December 2023**
- Coded a marketplace web app applying Google Firebase and React, enhancing the online shopping journey for users utilizing the Google Maps Geocoding API for product location visualization through a widget, improving user interaction
- Designed a user account validation, enabling a delete button for post creators, improving content management and security
- Accomplished the design and execution of a user interface with React, achieving user engagement across various devices

Live Sign Language Recognition | *Back-End* **December 2023**
- Established Mediapipe with Python to track hand gestures in real time, enabling dynamic ASL sign recognition
- Optimized machine learning models to interpret sign language with high accuracy, facilitating effective communication
- Conducted user testing to gather feedback, driving continuous improvement of the sign language recognition program

Blendify - Web Application | *Full Stack* **August 2023**
- Initiated Spotify API and created algorithms for music recommendations, helping song discovery based on user preferences
- Formulated a dynamic music interface using React and implemented OAuth authentication for secure sign-in
- Conceived search and filter functions to handle music metrics such as BPM, key, artist, and genre, ensuring relevant results

Custom Programming Language | *Back-End* **May 2023**
- Assembled a JavaScript-based programming language inspired by 'Among Us' for accessible coding education
- Generated a JavaScript compiler for SussyScript, fostering an interactive learning environment for new programmers
- Adapted Ohm for grammar definition and parsing in SussyScript, ensuring efficient syntax handling in JavaScript

LMU Hacks Winner - Interactive Web App Winner | *Full Stack* **April 2023**
- Participated in a hackathon focused on the United Nations' 17 Sustainable Development Goals, achieving 1st place
- Developed a "Cookie Clicker"-inspired web app using Google Firebase for real-time data handling and user interactions
- Implemented Python website scraping with Beautiful Soup to aid donations to Team Trees, enhancing user gratification

WORK EXPERIENCE

Director of Engineering - CCG | *Los Angeles, CA* **February 2024 - Present**
- Spearheaded a client project for a multi-billion-dollar short-term rental company by directing product development teams to curate an application programming interface for 23,000 monthly active homeowner stakeholders
- Led a team through the development process by delegating tasks and scheduling meetings, resulting in successful deployment
- Created an improved web application utilizing Vue and Google Firebase to store and display information seamlessly

Algorithms Teaching Assistant | *Loyola Marymount University* **August 2023 - Present**
- Enabled understanding of Python algorithmic concepts for 75 students through 1-1 tutoring, facilitating academic success
- Assessed homework projects, providing detailed feedback to students to improve their understanding of algorithmic concepts
- Delivered interpersonal skills by identifying professors' needs with various workloads reducing their work hours by 3 weekly

Software Engineer 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
- Composed a responsive layout that adapts to various devices, enhancing accessibility and user engagement

ADDITIONAL INFORMATION

Languages: Java, Python, HTML, CSS, Javascript, C, C#, C++, Swift, TypeScript, R
Technologies: Git, Google Firebase, React, Vue, Node, MediaPipe, Unity, Pandas, Ohm, Beautiful Soup
Interests: Volleyball, Anime, Gym, Cooking, Coffee Making, League of Legends, Story Games, Superheroes