

Micah Harrison

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EDUCATION

University of California, Berkeley

Bachelor of Arts (B.A) in Computer Science

Expected: May 2020

GPA: 3.3

Relevant Courses(*in progress): *Efficient Algorithms and Intractable Problems, *Techniques of Data Science, Database Systems, Machine Learning Decal, Data Structures, Discrete Mathematics and Probability, Linear Algebra

PROJECTS

Tensorflow Object Detection — *Machine Learning in Python*

July 2018

- Created a machine learning project using tensorflow to showcase object detection
- Adapted default tensorflow model to track customized object and work with live and recorded video feeds.

Unity — *C#*

June 2018

- Developed a fully functional 2D beat-em-up style game using Unity as the game engine and C#.
- Utilized singleton design patterns for game controls to implemented upgrade mechanics and store system.

Gitlet — *Data Structures in Java*

November 2017

- Designed and implemented a version-control system that supports a subset of features after git.
- Features included initializing repo, pushing and pulling from local and remote repositories, and merging.
- Instituted a Content-Addressable file System to keep track of tracked/untracked files, commits, tags, ..etc.

Database System — *Data Structures in Java/ SQL*

September 2017

- Implemented a miniature relational database management system that stores tables of data.
- Built a query language interpreter in the system to understand a variation of MySQL

Yelp Maps — *Data Manipulation/ Machine Learning in Python*

September 2017

- Created a visualization of restaurant ratings using machine learning and the Yelp academic database.
- Implement a *supervised* learning algorithm that generalize ratings of multiple restaurants

WORK EXPERIENCE

Clark Kerr Housing Facility — *Housing Assistant*

August 2016 - Present

- Organize and sort packages in the mailroom, address student concerns at the front desk, and assist students with printing in the student center.

SKILLS

Technical: Java, Python, SQL, C, C#, Unity, Git, HTML, CSS, Tensorflow, Pandas

Non-technical: Time and resource management, Outreach, Public speaking

LEADERSHIP EXPERIENCE

Codeology — *Project Leader*

August 2018 - Present

- Lead a four week project development process for members to learn and expand their interests into varying fields of computer science such as machine learning.
- Provide a development process for all levels of skill while also catering towards newcomers with additional resources and one on one assistance

Bright Prospect — *Outreach/Member*

August 2014 - Present

- Advocated for the program at various high schools to influence prospective college students to join the program.
- Assist current high school members by providing information about the college application process and help them to prepare for the college transition.