

Michael Tanjuakio

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Education

University of Texas at Dallas

Richardson, TX

Bachelor of Science in Software Engineering | GPA: 3.85

Aug. 2021 – Dec. 2024

- **Relevant Coursework:** Intro to Computer Vision, Computer Graphics, Software Project Planning & Management, Systems Programming in UNIX and Other Environments, Database Systems, Software Engineering
- **Awards:** Latin Honors - Magna Cum Laude, UTD Dean's List, UTD Academic Excellence Scholarship

Technical Skills

Languages: Python, Kotlin, Java, TypeScript, HTML, CSS, JavaScript, C++, C

Frameworks: PyTorch, React JS, Jetpack Compose, Java Swing

Developer Tools: Jira, Visual Studio Code, Android Studio, Eclipse, Firebase, Figma, Miro

Certifications: CodePath's Intro to Android Development and Intermediate Technical Interview Prep Certifications

Experience

iOS and Android App Developer Intern

Jul. 2024 – Oct. 2024

Bluu Kazi

Remote

- Collaborated with **cross-platform** teams to design Bluu Kazi's app **prototype** through **Miro** and **Figma** to enhance the app's accessibility and marketability.
- Developed a mobile application with **Android Studio**, **Jetpack Compose**, and **Firestore** to create an efficient job search application.
- Communicated with a team of **16** members to define app **requirements** and **documentation** to help clarify our scope and guide our development process.

Projects

The Lofi App | *Android Studio, Jetpack Compose, Kotlin, Git, GitHub, Figma*

- Developed an Android App using **Android Studio** to provide a study music player for users.
- Implemented user interface through **Figma** and **Jetpack Compose** to accelerate front-end development by **55%**.
- Integrated a database with **Google Firebase** to give the ability to search and save study video information.
- Coded a YouTube video player by utilizing an **IFrame Player API** wrapper for listening functionality.

End-to-End Image Captioning Training | *Python, PyTorch, TorchVision, OpenAI, Visual Studio Code*

- Researched an image captioning Vision-Language model approach using **Python** and **PyTorch** which does not depend on large pre-trained data and computation.
- Integrated our model with OpenAI's **GPT2** model and TorchVision's **ResNet** models to extract image features.
- Tested the model with about **8,000** images through the Flickr8k dataset to accurately display our training and validation loss results.

Everfox's Planning Poker App | *React JS, TypeScript, JavaScript, Visual Studio Code, Figma, Material UI, Next.js*

- Created **Everfox's** Planning Poker Website Application with a team of 6 using **React JS**, **Next.js**, and **TypeScript** to increase estimation accuracy by **40%**.
- Facilitated front-end design through **Figma** to enhance the accessibility and usability of the application by **25%**.
- Built the website's user interface with **Material UI**, **TypeScript**, **JavaScript**, and **CSS** to improve user navigation.

Amiibo App | *Android Studio, Kotlin, XML, Git, GitHub*

- Created an efficient database app using **Android Studio** to show Nintendo's line of interactive toys called Amiibos.
- Applied an engaging font and color using **XML** to help show the app's **800+** different types of Amiibos.
- Fetched Amiibo information through the **Amiibo API** to display the amiibo's name, picture, and origin.

Maze Simulation | *Java, Eclipse, Java Swing*

- Programmed a maze builder with **Java** to express how to generate mazes using disjoint sets.
- Displayed **dynamically sized** mazes through **Java GUI** to have an easy to use and reliable experience.
- Demonstrated maze **solution** through cardinal directions and **Java GUI** to show understanding of recursion.

Organizations

CodePath – Alumni | Intro to Android Development and Intermediate Technical Interview Prep