Michael Dasaro

Hoboken, NJ | michaelgdasaro@gmail.com | 732-673-2689 | github.com/Michael73MGD

EDUCATION:

Stevens Institute of Technology, Hoboken, NJ

-Masters of Engineering in Electrical Engineering – Robotics and Automation Systems — May 2023

-Bachelors of Engineering in Computer Engineering | GPA: 3.943 — May 2022

Coursework | Autonomous Mobile Robots | Control Theory, Image Processing, Digital System Design, Computational Data Structures & Algorithms, Microprocessor Systems, Computer Architecture

SKILLS:

Software:

AutoCAD	Inventor	Fusion 360	Solidworks	3D Printing	Linux	Windows
ROS Melodic	Git	Virtual Box	Visual Studio	Photoshop	Excel	Vivado

Programming Languages:

JavaScript/HTML *(8 years)*	Java *(4 years)*	Python *(4 years)*	Lua *(2 years)*
C++/.NET Framework/Qt *(3 years)*	SQL *(1 year)*	ARM Assembly *(1 year)*	VHDL *(1 year)*

EMPLOYMENT:

MITRE | *Autonomous Engineering Intern* — *2022-*

Researched and implemented deep learning neural networks for semantic segmentation of LIDAR point clouds to advance autonomous technology for offroad ground vehicles using Python and ROS.

Herrick Technology Laboratories | *Electrical Engineering Intern* — *2021*

Worked on government contracted software-defined radios, specifically on encrypted removable memory modules and tools for reusing hardware with classified information.

Valley Bank | *Application Development Co-op Student* — *2020*

Worked as a Software Engineer on internal projects including .NET web-apps, PowerApps, and data manipulation. Software is used daily for logging and data manipulation.

IEEE Historical Society Intern: Created research articles and assisted with exhibits. — *2019-2020*

OasisVRX: Assisted the startup company with setup and recommendations for VR. — *2019-2020*

INDEPENDENT PROJECTS:

Light-Blue: Winner of HackRU Spring 2021 Maverick Track: Built and programmed a chess-playing robot on the frame of a 3D printer with a claw, webUI, and computer vision for recognizing game states.

Boost: Winner of HackRU Fall 2020 Maverick Track: A 2D racing game complete with a map creation tool and evolutionary neural network that learns to race around any track using the Python NEAT library.

Rutgers Class Mapper: Developed at HackRU Fall 2019, Class Mapper routes your weekly schedule around campus, accounting for bus routes and walking directions, displayed with Google maps API.

Inquiry: Developed at PennApps XVIII to enable students to communicate with and assist each other efficiently on schoolwork. The app has unique features such as a whiteboard and Q&A section.