**Michael Dasaro**

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**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 Graduation: May 2022

*Coursework |* Autonomous Mobile Robots | Control Theory, Image Processing, Computational

Data Structures & Algorithms, Microprocessor Systems, Computer Architecture, Digital System Design

**SKILLS:**

**Software:**

AutoCAD Inventor Fusion 360 Solidworks 3D Printing Linux Windows

VirtualBox Git Visual Studio Sharepoint 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)*

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**EMPLOYMENT:**

**MITRE** | *Autonomouse Engineering Intern 2022*

Data analytics and machine learning research on RELLIS 3D LIDAR point clouds using

deep neural networks to classify traversability of unknown offroad environments.

**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:**](https://github.com/Michael73MGD/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:**](https://github.com/JackLowry/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**](https://devpost.com/software/classmapper)**:** 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**](https://devpost.com/software/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.