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pages

in saejinmh

🔗 michionlion

🔗 michionlion.github.io

courses

- Intro to CS I & II
- Programming Language Concepts
- Theory of Computing & Formal Languages
 - Software Testing
- Interactive Entertainment
 - Principles of Computer Organization
 - Analysis of Algorithms
 - Artificial Intelligence
 - Multi-Agent & Robotic Systems
- Foundations of Mathematics
 - Linear Algebra
 - Combinatorics
 - Independent Study (Evolving AI)

languages

C, C#, C++, Java, Python, MIPS, JavaScript (NodeJS, Vue.js), HTML5, CSS3

tools

Adobe Creative Suite, \LaTeX , Unity3D, Android SDK, Git, Linux/GNU

gpa

Overall: 3.583
Major: 3.879
Minor: 3.850

awards

Distinguished Alden Scholar

interests

artificial intelligence, compilers, computer visualization, game engines, interactive art, linear algebra, narrative-driven design, programming languages, robotics, software development, video game development, virtual reality development, virtual reality hardware-software interactions

education

since Aug 2015

Allegheny College

Computer Science Major, Studio Art Minor

Meadville, PA

experience

since Jan 2016

Computer Science Teaching Assistant & Tutor

Allegheny College

Computer Science Department

- Answer questions and grade work in lower-level CS classes
- Help plan and create labs, developed script tools to assist with grading
- Tools utilized: \LaTeX , Bash

Apr–Jul 2015

Carr Garden Android Application

Allegheny College

Carrden Market

- Developed native Android application to support accounting and transactions for the college garden
- Used Google APIs to sync accounting data and transaction histories among multiple tablets
- Implemented algorithms to create transaction reports
- Tools utilized: Java, Netbeans, Android Studio, Android SDK

projects

since Feb 2017

>brainfuse

Programming Language

*Compiler, interpreter, & language extension of brainf**k*

- Programmed compiler, interpreter, and language extension (including a pre-processor) for the brainf**k programming language
- Developed command-line scripts and tools for working with >brainfuse
- Tools utilized: C, Bash

Mar 2017

bebop_teleop

ROS Package

Parrot Bebop Drone Teleoperation Node

- Developed teleoperation program for Parrot Bebop quadrotor drone
- Enabled speed configuration changes and camera direction control
- Tools utilized: C++, SDL, ROS

Nov–Dec 2016

Doorway

VR Art Installation

Art with Portals

- Implemented VR portal visualization with visual graphics techniques
- Used stark and mysterious 3D landscape to evoke emotions
- Tools utilized: Unity3D, C#, HTC/Valve Vive SDK