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extras

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

languages

C, C#, C++, Java, Lisp, Haskell, MIPS, HTML5, JavaScript (jQuery, NodeJS), CSS3

applications

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

gpa

- Overall: 3.5
- Major: 3.814

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 2015

Allegheny College

Computer Science Major, Studio Art Minor

Meadville, PA

experience

since 2016

Computer Science Teaching Assistant

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 algorithm to create transaction reports
- Tools utilized: Java, Netbeans, Android Studio, Android SDK

projects

since 2017

>**brainfuse**

Programming Language

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

- Programmed interpreter, compiler, pre-processor, and language extension for the brainf**k programming language
- Implemented pre-processing directives, such as file inclusion, and currently designing more complex psuedo-instruction directives to facilitate the generation of boilerplate code
- Developed multiple command-line tools and script utilities to simplify compiling and running >brainfuse code
- Tools utilized: C, Bash

March 2017

bebop_teleop

ROS Package

Parrot Bebop Drone Teleoperation Node

- Designed and developed teleoperation program to operate Parrot Bebop quadrotor drone
- Implemented greater customizability than other extant tools provide
- Enabled speed configuration changes and camera direction control
- Tools utilized: C++, SDL, ROS