

Michael (Micky) Mangrobang

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EDUCATION

Bachelor of Science, Computer Science

University of Hawai'i at Mānoa

Spring 2018 (Expected)

Honolulu, Hawai'i

- Courses: Discrete Mathematics I & II, Program Structure, Software Engineering I & II, Algorithms, Data Storage & Retrieval, Logic Design & Microprocessors, Design for Mobile Devices, Computing Ethics for Lab Assistants, Independent Study

Associate of Arts, Liberal Arts

Kaua'i Community College

May 2014

Līhu'e, Hawai'i

SKILLS

Languages & Frameworks

- Proficient in C++, C, C#, Java, JavaScript, HTML, CSS
- Competent in Python, SQL, PHP, Semantic UI, Bootstrap, Meteor, MongoDB

Toolsets & Operating Systems

- Proficient in Windows, Linux (Ubuntu), UNIX (Secure Shell), Git/GitHub, CLI
- Competent in Adobe Dreamweaver, IntelliJ IDEA, Eclipse, WordPress

EXPERIENCE

Teaching Assistant

University of Hawai'i at Mānoa ICS Department

August 2016 – Present

Honolulu, Hawai'i

- Conducted 75-minute lab sessions twice a week, teaching the use of various software including Microsoft Office, Photoshop, SSH and Adobe Dreamweaver
- Developed full lesson plans including class format and material for each lab session
- Handled student grades including grading homework, quizzes, and overall course grade

IT Intern

County of Kaua'i – Information Technology Department

June 2016 – July 2016

Līhu'e, Hawai'i

- Handled technical calls weekly, ranging from repairing and replacing computer parts to troubleshoot problems
- Built and deployed new shipment of computers for county employees

Assistant Teaching Assistant

University of Hawai'i at Mānoa ICS Department

January 2016 – May 2016

Honolulu, Hawai'i

- Supported a lab session twice a week helping the teaching assistant throughout their lesson
- Conducted a week's worth of lab using self-developed lesson plans including class format and material

Fire Intern

County of Kaua'i – Fire Department

June 2015 – July 2015

Līhu'e, Hawai'i

- Database management using DBMS software
- Created and digitized new forms using a variety of software

AWARDS & PROJECTS

Playto (Unity Game)

ICS 485 – Video Game Design Project

October 2017 – Present

dreamingbento.wordpress.com

- A 2D puzzle/platformer video game about a Play-Doh named, Plato, looking to find happiness.

Alloy (Web Application)

ICS 499 – Independent Study Project

January 2017 – May 2017

alloyteams.github.io

- An application that connects UH faculty and students through their skills to collaborate on a project.

Moar Chow (Web Application)

ICS 314 – Software Engineering Project

October 2016 – December 2016

moarchow.github.io

- An application that maps out food vendors & their menus on the UHM campus for UH faculty & students.

Hawai'i – Division 1, Certificate of Achievement for 4th Place

November 2016

ACM Pacific Northwest Regional Programming Contest

Laie, Hawai'i

- My team and I participated in the ACM ICPC, sponsored by IBM, using C++, and won 4th place in Hawai'i.

ACTIVITIES

Active General Member

September 2017 – Present

The ICS Grey Hats

greyhats.club

- Active member for The ICS Grey Hats, regularly participating in Grey Hats hosted events.

Active General Member

November 2016 – Present

Association for Computing Machinery UHM Student Chapter

acmanoa.github.io

- Active member for ACM UHM Student Chapter, regularly participating in ACM hosted events.