

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

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, 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 including 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

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
- Competent in Adobe Dreamweaver, IntelliJ IDEA, Eclipse

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.

Certificate of Achievement – 4th Place**November 2016***ACM International Collegiate Programming Contest**Laie, Hawai'i*

- My team and I participated in the ACM ICP Contest, sponsored by IBM, using C++, and got placed in 4th.

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.