Michael (Micky) Mangrobang

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EDUCATION

Bachelor of Science, Computer Science   **August 2014 - Spring 2018 (Expected)**
University of Hawaiʻi at Mānoa   *Honolulu, Hawaiʻi*
· Courses: Intro to CS I & II, Discrete Mathematics I & II, Program Structure, Software Engineering I & II, Algorithms, Data Storage & Retrieval, Logic Design & Microprocessors, Operating Systems, Computing Ethics for Lab Assistants, Intro to Programming for the Web, Design for Mobile Devices, Video Game Design, Computer Project (Independent Study)

Associate of Arts, Liberal Arts   **May 2014**
Kauaʻi Community College   *Līhuʻe, Hawaiʻi*

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, Microsoft Office
· Competent in Adobe Dreamweaver, IntelliJ IDEA, Eclipse, WordPress

EXPERIENCE

Teaching Assistant (Undergraduate)   **August 2016 – Present**
University of Hawaiʻi at Mānoa ICS Department   *Honolulu, Hawaiʻi*
· 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   **June 2016 – July 2016**
County of Kauaʻi – Information Technology Department   *Līhuʻe, Hawaiʻi*
· 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   **January 2016 – May 2016**
University of Hawaiʻi at Mānoa ICS Department   *Honolulu, Hawaiʻi*
· 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   **June 2015 – July 2015**
County of Kauaʻi – Fire Department   *Līhuʻe, Hawaiʻi*
· Database management using DBMS software
· Created and digitized new forms using a variety of software

AWARDS & PROJECTS

Playto (Unity Game)   **October 2017 – Present**
ICS 485 – Video Game Design Project   dreamingbento.wordpress.com
· A 2D puzzle/platformer video game about a Play-Doh named, Plato, looking to find happiness.

Alloy (Web Application)   **January 2017 – May 2017**
ICS 499 – Computer Project (Independent Study)   alloyteams.github.io
· An application that connects UH faculty and students through their skills to collaborate on a project.

Moar Chow (Web Application)   **October 2016 – December 2016**
ICS 314 – Software Engineering Project   moarchow.github.io

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

Hawaiʻi – Division 1, Certificate of Achievement for 4th Place　　　　　　　　　　**November 2016**
ACM Pacific Northwest Regional Programming Contest　　　　　　　　　　　　　　　*Laie, Hawaiʻi*
　· My team and I participated in the ACM ICPC, sponsored by IBM, using C++, and won 4th place in Hawaiʻi.

ACTIVITIES

Association for Computing Machinery UHM Student Chapter　　　　　　**September 2016 – Present**
Event Coordinator/Secretary　　　　　　　　　　　　　　　　　　　　　January 2018 – Present
　· Planned both networking and academic events including general meetings, town halls and tech talks with both graduates and professionals.
Active General Member　　　　　　　　　　　　　　　November 2016 – December 2017
　· Active member for ACM UHM Student Chapter, regularly participating in ACM hosted events.

The ICS Grey Hats　　　　　　　　　　　　　　　　　　　　　**September 2017 – Present**
Active General Member　　　　　　　　　　　　　　　　　September 2017 - Present
　· Active member for The ICS Grey Hats, regularly participating in Grey Hats hosted events.