Robby A. Mitchell

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Education



University of Washington Autumn 2014 – Present, Intended Graduation: June 2018

Major: Computer Science **Minor:** Mathematics **GPA:** 3.88, Dean's List Autumn 2014 – Spring 2016

Matriculated at the University of Washington through the UW Academy, an early entrance program for 16-year-olds.

Experience

Microsoft University SWE Intern, Microsoft Azure Media Services

Summer 2016



- Designed high availability for AMS Streaming, which ensures that content will reach end-users in the event of a datacenter outage, that runs in amortized O(1) runtime.
- Implemented high availability in production for unprotected and protected content.

Technologies/Skills: C#, JSON, XML, Kusto Logs, HTTP Rest API

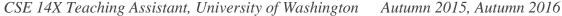
BARC@UW

Undergraduate Researcher, Boeing Advanced Research Center June 2015 – Present

- Currently researching the effects packet delay has on the estimated position of human-controlled robots. Implemented a TCP server to control the robots and a webserver to accept human input, with the independent variable being packet delay. Set to co-publish research on Sept. 10th.
- Designed and implemented "RMP Controller", a GUI that communicates and controls an RMP Segway 400 Rover. Exported library commands to a LabView Node that is mounted on a myRIO controller for the rover.
- Assisted in hole/rivet detection for automated riveting in Python using OpenCV libraries.

Technologies/Skills: C/C++, Python, OpenCV, HTML/CSS, LabView

Academic and Personal Activities





Grade weekly assignments, tutor students in the Introductory Programming Lab, and teach a
weekly section as part of the TA Program.

Technologies/Skills: Java

Data Visualization Hacker, Helmet Hack 2.0 Oneweek Hackathon at Microsoft 2016



Visualized live JSON data gathered from accelerometer and gyro sensors from IOTHub on VICIS Football Helmets through PowerBI Apps and Microsoft Azure Streaming Analytics.

Technologies/Skills: TSQL, JSON, PowerBI, Microsoft Azure Streaming Analytics

Android App Developer, Cloudbike ('15 DubHacks 4th Place Team) Autumn 2015

CloudBike

- Developed Cloudbike app for Android that is used to read in data from our Arduino tachometer or from a Microsoft Band.
- Added post-request functionality so that data is sent to Cloudbike's MongoDB server.
- Read more at our DevPost.

Technologies/Skills: Java, Android SDK, XML, Bluetooth

Skills

Proficient: Java, C/C++

Industry Experience: C#, Python, HTML/CSS, JavaScript, AngularJS

Familiar: OpenCV, jQuery, Android SDK, LabView, Arduino

Other: Machine Shop Certified for the Dept. of Mechanical Engineering at UW.