Mignot Mesele

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https://sircartier50.github.io

EDUCATION

University of California, Santa Cruz, Santa Cruz, CA   June 2025
Bachelor of Science in Computer Science   GPA: 3.56
Relevant Coursework: Programming Abstraction(Python), Computer Systems and C Programming, Analysis of Algorithms, Machine Learning : Data Analysis and Empirical Methods, Data Structures and Algorithms, Computer Architecture, Foundations of programming languages

SKILLS

Programming Languages: Python, Java, JavaScript, HTML/CSS, RISC V, C, C++, C#, Bash, Powershell, SQL, Kotlin
Tools and Frameworks: Git, Github, Django, Pygame, PostgreSQL, Node.js, unix, PowerBI, Cloud SQL, Jetpack compose, socket, pyAutoGui, selenium
Soft Skills: Communication, Organization, Growth-mindset, Reliable, Teamwork, Problem-Solving, Collaborator
Interests: Databases, UX, AI, Web Development, Full stack dev, software engineering, android development

Work EXPERIENCE

Ethiopian Christian Fellowship Church   July 2024-Present
Tech Engineer   Los Angeles, CA
- Leveraging the PowerPoint API to automate the extraction of email content, enabling the generation of PowerPoint slides for the Media team to display song lyrics and Bible verses.

RELEVANT EXPERIENCE

Modbot Wireless Control System
- Developed client and server programs that takes input from a wired controller, connected to a laptop, and sends that information to a modular bot so it can move wirelessly using python socket library.

Huffman compression
- Developed a program that implements huffman compression to effectively compress a file in a lossless data format

ClassesToCalender
- Built a py script that utilizes the selenium library and the Google Calender API to automatically grab my class schedules from the UCSC portal and push it into Google Calendar so I wouldn't need to set it up myself.

ConcurConnect
- Designed a multilayered client-server architecture utilizing the HTTP protocol, facilitating parallel communication and seamless data exchange across multiple clients.

Battle.Net Auto Installer
- Constructed a py script that utilizes the pyAutoGui and os library to automatically install games on the Battle.net launcher in order to adapt to an unsolvable, concurrent issue with my PC's secondary SSD.

LEADERSHIP AND PROFESSIONAL DEVELOPMENT

Autoslug   September 2023-Present
Firmware Engineer   *Santa Cruz, California*
- Developed a program that utilizes the rasp berry pi pico and gpio library to request and received data from an ultrasonic sensor to equip a modular bot with distance sensing capabilities for object recognition using C.

Google Developer Student Club   October 2023-Present
Backend Developer   *Santa Cruz, California*
- Engineering a sophisticated android app hosted on Firebase, to assist students in efficiently organizing their course load, leveraging scikit-learn for data preprocessing and TensorFlow for developing a machine learning algorithm, attempting to provide optimized class recommendations