Abraham Mitchell

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EDUCATION

University at Albany, SUNY | Albany, NY   Expected: Jun 2020
• B.S, Computer Science, Minor: Music   GPA: 3.8
• Relevant course material: Data Structures, Discrete Math, Programming at the Hardware-Software Interface

TECHNICAL SKILLS

Languages: Java (Intermediate), C# (Intermediate), C (Beginner)
Game Engine: Unity (Intermediate)

EXPERIENCE

UAlbany Student Association, Information Technology Intern | Albany, NY   Sep 2017 – Present
• Updated and maintained the university's site using HTML, CSS, JavaScript & GitHub
• Pioneer in development of an entirely new department to the university's government (Structure, Vision, & Programs)
• Hosted a series of programs "Tech Savvy Series" in which we taught about computer basics (Software Optimization, UX/UI, Cyber Security)

UAlbany National Society of Black Engineers, Secretary | Albany, NY   Jan 2017 – Present
• Co-founded the University at Albany chapter consisting of 6 E-board members and approximately 20 members
• Helped reach out to 2 different tech companies about opportunities for undergraduate internships for members and non-members
• Organize fundraisers and other events to help get funding for our next events

Capital Codes | Albany, NY   Jan 2017 – Present
• Co-founded the club Capital Codes
• The main goal of Capital Codes is to teach kids how HTML & CSS works and how they can use it, and other applications it has in the real world

Queens Educational Opportunity Center | New York, NY   Jul 2015 – Aug 2015
• Worked as a Assistant Math Tutor for the summer of 2015
• Prepared students for the math section of their GED

PROJECTS

Unity Solo Gaming Project   Jan 2017 – Present
• Started working on my own game using the gaming engine Unity
• Since Unity uses C# and JavaScript I taught myself how to use JavaScript and C#
• Just finished making my first 3d game in Unity and now I'm starting to work on a 2D game