

CHRISTOPHER COCO JR.

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EDUCATION

University of Massachusetts Lowell, Lowell, MA Dec. 2026
Candidate for Bachelor of Science in Computer Science GPA: 3.7
Relevant Coursework: Data Structures and Algorithms, Object Oriented Programming (C++),
Assembly, Calculus I-II, Logic Design, Discrete Structures I-II, Probability and Statistics
Awards and Activities: SoarCS 2022, Super Smash Bros. Club Vice President, Cloud
Computing Club, Dean's List

SKILLS

Programming Languages: C++, Python, C; Familiar with: C#, HTML & CSS, JavaScript
Frameworks and Libraries: Qt, SFML, Pygame, Pandas, Matplotlib, Python Imaging Library,
PySerial, OpenGL, Next.JS
Other Technology: Ubuntu, Git, Adobe Photoshop, Adobe Premiere Pro

EXPERIENCE

PeARL Lab, Lowell, MA Nov. 2022 - Present
Undergraduate Research Assistant

- Working on the M3X Project to develop an adaptive controller that automatically tunes parameters for the Myomo MyoPro Exoskeleton.
- Designed a Fuzzy Logic Controller to tune the device's parameters.
- Developed Python code to collect data and interact with the MyoPro device through serial and bluetooth connection.
- Worked with a National Instruments Data Acquisition Device and electronics to develop an attachment to detect if the device is fighting with the user through feedback from a pressure sensor.

PROJECTS

Portfolio Website May 2024 - Jun. 2024

- Developed a portfolio website to host information about myself and career.
- Displays most recent Medium blog posts by pulling data from Medium's RSS Feed and then displays it to the user to read from the site.
- Built using Next.JS and vanilla CSS.

Chip8 Emulator Jul. 2023 - Aug. 2023

- Wrote an emulator for the Chip8 interpreted programming language in C.
- Implemented CPU Opcodes, emulated the system's memory registers, graphics output, sound output, and clock.
- Used basic OpenGL to draw the current state of the screen.

Shine.AI May 2023 - Jul. 2023

- Developed a machine learning framework in Python that uses a neural network to detect if an image of a Pokémon is shiny-type.
- This framework was then used to automate the model on 3DS hardware by using input redirection and remote streaming.
- Implemented a Discord bot that would notify the user on the status of the hunt through automated messages every cycle.

INTERESTS

Cloud Software Development, Game Development, Automation