10-350-4403   miyamjosepii@gman.com   mixediii.com/m/miyamjosepii/   github.com/miya	<u>injosepii</u>
EDUCATION	
University of Texas at Dallas - 3.982	Richardson, TX
Computer Science, CV Honors	Aug. 2023 - Dec. 2025
Relevant Coursework	
Independent Study - Fair Division: CS 4V95	
Advanced Design and Analysis of Algorithms: CS 4348	
Data Structures Algorithms: CS 3345 Discrete Math for Computing: CS 3305	
Statistics for Computing: CS 3341	
Linear Algebra: MATH 2418	
Operating Systems: CS 4347	
Computer Architecture: CS 2340	
Experience	
Grader	Jan. 2024 - Present
University of Texas at Dallas	Richardson, TX
Research Intern	Sep. 2023 - Sep. 2024
UTD Multimodal Interactions Lab	Richardson, TX
• Wrote two research papers (currently under review)	,
• Studied issues with high resolution depth perception and efficient text entry in virtual reality	
• Designed two keyboards for virtual augmented reality	
RESEARCH AND PROJECTS	
Fair Division Survey   Discrete Mathematics, Fair Division, Algorithm Design and Analysis, Economics	Aug. 2024 - Dec. 2024
• Surveyed current research in Fair Division	
• Summarized literature and found research gaps and open problems	
Gus and the search for the Golden Goose   Typst, Latex, Mathematics	Jan. 2024 - Present
Authoring children's book introducing introductory mathematics	
• Explain arithmetic, geometry, discrete mathematics, and calculus through story	
Simple Shell   C, BASH	Apr. 2024 - May 2024
• Developed BASH Shell with support for piping and redirection in C	
Nebula Labs   Go, ChromeDP, MongoDB	Sep. 2023 - Dec. 2023
<ul> <li>Open source contribution to UTD Nebula Project</li> <li>Wrote in-use production code and learned about data analytics</li> </ul>	
Whole in the production code and rearried about data analytics     Web scraper for UTD professor and event data	
Project Kaos   Unreal Engine, C++, Scrum, Agile	Aug. 2022 - May 2023
• Practiced Scrum and AGILE methodologies as project manager and developer	1148. 2022 1114y 2020
• Developed First-Person RPG Video game using Unreal Engine	
• Learned communication skills and problem-solving skills	
• Presented to Gearbox	
Clubs	
UTD Computation and Economics Club   Founder, President	Mar. 2024 - Present
<ul> <li>Study select problems in Economics and Computation</li> <li>Work on Combinatorial Optimization problems</li> </ul>	
• Write and present lectures on theoretical CS, discrete math, and economics	
$ \textbf{UTD Codeburners} \mid \textit{Member} $	Aug. 2023 - Present
• Participate in Internation Collegiate Programming Competition events	1148. 2020 11000110
• Compete in North American Qualifiers and South Central USA Competitions	
• Host UTD Battle of the Brains	
$ \textbf{UTD World Languages Club} \mid \textit{Officer} $	Jan. 2024 - Present
• Lead discussions in linguistics	
Study romance language grammar and constructed language design	

Sep. 2023 - Dec. 2023

• Open source team developing software to serve the UTD community • Contribute to API team and develop web scraper for server backend

Nebula Labs API Team  $\mid$  Member

## TECHNICAL SKILLS

 $\textbf{Languages} \hbox{: Java, Python, C/C++, JS, SQL, Nim, Go, Julia, BASH, Kotlin, C\#, OCaml}$ 

Frameworks: Flask, JUnit, Unity, Godot, Android Studio, Swift, DJango

Developer Tools: Git, VS Code, PyCharm, Latex, Typst, Unix, Linux, Machine Learning, Data Science

Libraries: pandas, NumPy, Matplotlib, Tkinter, SKLearn, Tensorflow