

# Mico Guinto

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## EDUCATION

### **University of California, San Diego**

**Sept 2021 - Jun 2024**

Bachelor of Science in Computer Engineering

### **San Diego Miramar College**

**Aug 2019 - May 2021**

Associate of Science in Computer Science | Dean's List (Spring 2021)

## PROJECTS

### **Forward Error Correction Processor**

**Jan 2023 - Mar 2023**

- Coordinated and designed a specific purpose processor which handled encoding and decoding information under specific architecture limitations and requirements
- Formulated our own MIPS-based assembly language so that programs could be written under limitations
- Devised and programmed the pattern-searching function of the processor which sought out pattern instances that crossed byte boundaries

### **File Compressor**

**Nov 2022**

- Implemented a file compressor by using Huffman coding to reduce sizes of files containing items in the ASCII Table using C++
- Improved the efficiency of the program by taking the frequency approach in writing a file header for the compressed file

### **Arduino Based Line-Following Robot Car**

**Aug 2022**

- Cooperated with a group of three to design and develop a small self-driving car that uses photoresistors to steer in the correct direction
- Improved the weight distribution of components by utilizing every space possible within the chassis
- Resolved the potentiometer reactivity issue by enhancing the python script to compensate for its hypersensitivity

### **Apparition Analyzer**

**Aug 2021**

- Built a device that would indicate the proximity of an object using an ultrasonic sensor
- Combined ultrasonic and temperature sensors with an Adafruit Metro M0 microcontroller
- Utilized Python to adjust frequency of output signal by the ultrasonic sensor

### **catHead**

**Feb 2018 - May 2018**

- Collaborated with a partner and created a simple one boss game from the ground up inspired by different games of the same genre using Java and the libGDX library
- Enhanced user experience by balancing the gameplay extensively in order to ensure users enjoyed the game while keeping the game challenging

## SKILLS

**Languages:** C++, Java, SystemVerilog, MATLAB, MIPS, Python

**Tools:** VSCode, Github