Michael A. Mullen

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Goals

Looking for an internship for the summer of 2015 for web development, mobile development, or computer graphics and animation.

Education

University of California, San Diego — Expected to Graduate: December 2015
B.S Computer Engineering

Skills

Languages: C/C++ | Java | Python | HTML | CSS | PHP | Laravel | Ruby | Objective C | CSS3 | JQuery | Javascript | Prolog | OCAML | AngularJS | SPARC Assembly | Verilog HDL

OS: Mac OSX, Centos OS, Nachos

Concepts: Advanced Data Structure | Computer Animation and Graphics | System Programming | Operating Systems | Digital Systems | Analog Design | Linear Systems | Advanced Digital Design | Pipelining

Experiences

Software Developer and Backend Member for UCSD Circle K International Tech Team — May 2014 – Now
http://www.ucsdcki.org/

- With over 150 members in the local club alone, this organization relies on greatly on its website.
- Uses: PHP, AngularJS, Laravel
- Created models and controllers for the calendar, events and user's profiles.
- Currently working on an algorithm to log and store member's hours and level in the organization.

Current and Past Projects

Creating a Website for Village Greens Swim Club

- Using AngularJS and Laravel to create a website for my old swim team.
- Will be able to update coaches on who is attending certain events and races.

Animation

- Uses C/C++
- Created a method that can read any skeleton and skin file of an object and create a moving animation of that object
- Worked with creating robots through a scene graph and culled any robots that were out of the camera view
- Created a bezier patch and put a shader on it to appear as water
- Created a shader that creates shadow mapping for a tree that was created based on L-systems.

Chat Room Server

- Created methods in C/C++/Java that can send and receive messages between two servers.
- Had a GUI, password protection software, and identification checks

Operating System

- Created an operation system by using Nachos and C++
- Was able to allocate memory and

Fibonocci calculator and Running Length Encoding Co-Processor

- Used Verilog HDL and state diagrams to get the most efficient result with the least time delay.

Compression/Uncompression Method

- Used SPARC/Assemply and C/C++ to create a method that can read a file, compress it, and uncompress it.

Games

- Used C/C++ JavaScript and

Leadership

UC San diego cki
spirit chair
warren OL
swim coach