Mikael P. Mantis – Software Engineer

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Education

University of Pennsylvania, B.S.E in Computer Science, Philadelphia PA, 2014-2018
- Expected Graduation: May 2018

Relevant Coursework: Algorithms, Software Engineering and Design, Internet and Web Systems, Networked Systems, Computer Architecture, IOS Development, JavaScript, Computability & Complexity, Data Visualization, Design and Implementation of Cloud Networks, Theory of Networks

Technologies: Java, JavaScript (Node, d3.js, JQuery, React, AJAX), Swift, C, C++, HTML, CSS, git, LaTeX, Hadoop

Work Experience

WillowTree, Inc.	**Durham, NC**
Software Engineering Intern	*Summer 2017*

- Mobile/Web Dev Team

University of Pennsylvania	**Philadelphia, PA**
CIS 110 TA	*September 2016 - Present*

- Taught recitation to supplement lecture, held lab office hours for debugging and answering course related questions and graded assignments for students taking Introduction to Computer Science.

Brav Conflict Management	**Remote based in CA**
Game Development Intern	*Summer 2016*

- Created 3D models in Maya, integrated models, created 3d environment, and implemented camera controls in HTML5 based game using three.js

The Daily Pennsylvanian (DP)	**Philadelphia, PA**
Web Developer	*February 2016 – Present*

- Wrote JavaScript, HTML, and CSS code and worked with graphic designers to create informative websites/web projects tailored for the University of Pennsylvania's undergraduate population.

Wharton Computing	**Philadelphia, PA**
Computer Help Desk Assistant	*August 2015 - Present*

- Staffed the computer lab, helped students with computer problems, and aided students in prepping their computers for Penn

Projects

- Network Traffic Measurement of Big Data Analytics (Spring 2017) – Research project on the network traffic patterns on Pregel+ applications
- Flying Mantis Search Engine (Fall 2016) - Developed search engine as a Java Servlet on top of implementation of Jetty like server, able to retrieve search results from index in 0.7 - 1.2 ms, backend written with Java/SQL and front-end written with HTML, CSS, JS (AJAX)
- TrickingWiki (May 2016) Compiled and displayed data related to the sport of martial arts tricking using d3.js
- Mini-Minecraft (April 2016) Wrote random terrain generator and UV texture mapping based on the game, Minecraft in C++ and OpenGL
- Your Courses Deconstructed (April 2016) Wrote HTML, CSS, and JavaScript to display interactive graphics along with other information

Activities/Leadership Positions

Penn Hype Dance Crew	*Fall 2014 - Present*

President (2017 – 2018), Vice President (2016 – 2017), Internal and External Affairs (IEA) Chair (2015 – 2016)

- (President) Oversaw all board operations, assisted other board members as needed, served as liaison for alumni, set goals and vision for the entire team.
- (Vice President) Coordinated dance performances at events run by other organizations, auditions, and assisted the President in overseeing the rest of Hype.
- (IEA Chair) Coordinated mentor/mentee program, organized several internal social events to facilitate team building as well as external social events with other dance groups to strengthen partnerships and relations with other groups on campus.

Freaks of the Beat Dance Crew	*Fall 2014 – Present*
Vice President Internal	*Spring 2015 – Spring 2016*

- Ensured that members upheld their membership status. Liaison between the group and the Platt Student Performing Arts House. Helped run the largest annual breakdancing jam in Philadelphia, Rhythmic Damage X, on October 31st, 2015.

Check One: **Penn's Mixed Heritage Group**	*Fall 2015 – Present*
Marketing Chair	*Fall 2015 – Spring 2016*

- Created cover photos and Facebook event pages for club meetings as well as promoted events. Check One is UPenn's only mixed heritage club on campus.

National Society of Black Engineers (NSBE)	*Fall 2014 – Present*

Interests

Martial Arts Tricking, Software Development/Design, Hackathons, Web Design, Hip Hop Dance, Anime, Science Fiction, Video Game Design