

Mikael P. Mantis

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Education

University of Pennsylvania – School of Engineering and Applied Science, Philadelphia, PA

Candidate for Bachelor of Science in Engineering, May 2018

Major: Computer Science

Related Coursework: Programming Languages and Techniques with OCaml and Java, Mathematical Foundations of Computer Science, Data Structures & Algorithms in Java, Introduction to Computer Architecture, ‘Automata, Computability, & Complexity’, Javascript, Data Visualization, Software Design Principles, Intro to Computer Graphics Techniques

Skills & Technologies

- Programming Languages: Java, JavaScript (Node, Three.js, d3.js, JQuery), C++, HTML/CSS
- Operating Systems: Mac OS X, Linux (Ubuntu), Windows
- Tools/Platforms: Atom, Eclipse, git, Android Studio, QtCreator, Adobe Photoshop, Adobe Illustrator
- Familiar with: Backbone.js, React.js, AutoDesk Maya

Work Experience

University of Pennsylvania

CIS 110 Mentor

Philadelphia, PA

September 2016 - Present

- Held lab office hours for debugging and answering course related questions and graded assignments for students taking Introduction to Computer Science (CIS 110).

Brav Conflict Management

Game Development Intern

Remote based in CA

May 2016 – August 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)

Web Developer

Philadelphia, PA

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

Computer Help Desk Assistant

Philadelphia, PA

August 2015 - Present

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

Projects

- [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
- Housemates (Feb 2016 – April 2016) Wrote event creation module for an android app that allows users to group together, share bills, tasks and events.
- [Your Courses Deconstructed](#) (April 2016) Wrote HTML, CSS, and JavaScript to display interactive graphics along with other information
- [GlobalAdvisors](#) (Mar 2016) Submitted at CodeGS 2016. Javascript app, where users search for new stories and pins the stories on to a map.

Activities/Leadership Positions

Penn Hype Dance Crew

Vice President

Fall 2014 - Present

Internal and External Affairs (IEA) Chair

Spring 2016 - Present

Spring 2015 – Spring 2016

- 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.
- Coordinated dance performances at events run by other organizations, auditions, and assisted the President in overseeing the rest of Hype.

Freaks of the Beat Dance Crew

Vice President Internal

Fall 2014 – Present

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

Marketing Chair

Fall 2015 – Present

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