

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

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

Skills & Technologies

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

Work Experience

Brav Conflict Management

Game Development Intern

Remote based in CA

May 2016 – August 2016

- Created and animated 3D models in Maya and integrated the models into an 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 “Whartonizing” their computers. Whartonization consists of installing drivers for AirPennNet(The University’s campus-wide wireless network), drivers for the school’s wireless printers, and applications for the school’s virtual labs and screen sharing devices.

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 news stories and pins them on to a map.

Activities/Leadership Positions

Penn Hype Dance Crew

Fall 2014 - Present

Vice President

Spring 2016 - Present

Internal and External Affairs (IEA) Chair

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.

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.

Phi Kappa Psi Fraternity

Spring 2015 – Present

Historian

Winter 2015 – Spring 2016

- Took pictures of brotherhood and philanthropy events as well as organized photo shoot for the fraternity’s annual composite photo.

National Society of Black Engineers (NSBE)

Fall 2014 – Present

Interests

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