# MICHAEL CHI

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## SUMMARY

Personal strengths include active in working both solo and team environments and confidence in speech. Current goals include gaining experience in the field of computer science or computational media.

## EDUCATION

**Georgia Institute of Technology** Computational Media **2013-Present**
**GPA: 3.27**

**Relevant Coursework:**

- CS 1331 – Introduction to Object Oriented Programming (Java)
- CS 1332 – Data Structures & Algorithms (Java, JUnit)
- CS 2340 – Objects and Design (Java, Android, Git, Software Design Principles)
- LMC 2720 – Principles of Visual Design (Photoshop, Illustrator, InDesign)

## SKILLS

**Computer Proficiency**

- Skilled in Python, Java, and C#
- Experience in HTML, CSS, and JavaScript
- Skilled in Adobe Photoshop, Adobe Flash, and Adobe Dreamweaver

**Leadership and Communication**

- Strong teamwork and communication skills
- Proficient in Chinese

## REFERENCES

To view projects in web and software design/development mentioned below and more, visit my online portfolio:

- **mchi6.github.io**

## WORK EXPERIENCE

**Emory University School of Medicine** **2015-Present**

- Web Design/Development Internship, creating a multimedia tool to teach basic science concepts to medical students. This tool will be web-based, mobile-centric, responsive HTML5.

## ACTIVITIES

**Future Business Leaders of America** **2009-2013**

- 2011 and 2013 Computer Game and Simulation Programming National Winner
- 2012 Electronic Career Portfolio State Winner
- 2012-2013 President of School Chapter, doubled membership and school competitors

**Georgia Technology Fair** **2009-2013**

- 2009 and 2013 Multimedia Applications State Winner, creating interactive applications

**Georgia Tech Chinese Student Association** **2013-Present**

- Promotions Officer, worked on event coordination, banners, fliers, and t-shirt design

**Georgia Tech Video Game Development** **2014-Present**

- Worked on multiple large teams and completed projects, followed development process, designed and implemented the game's UI features