MICHAEL CHUN

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Education:

University of Maryland **College Park, Maryland**
Bachelor of Computer Science | Major: Computer Science January 2023 - Present
Binghamton University, State University of New York **Binghamton, New York**
September 2021 - September 2022

Skills:

Coding Skills: Java, Python, JavaScript, HTML/CSS, NumPy, MATLAB
Relevant Coursework: Object Oriented Programming I, Object Oriented Programming II (Data Structures)
Technical Skills: Adobe Premiere Pro, Adobe After Effects, Adobe Lightroom, Adobe Photoshop, Davinci Resolve

Experience:

Researcher June 2023 - Present
Human-Data Interaction Research Group **University of Maryland**
- Designed a sophisticated tool leveraging JavaScript, CSS, and HTML to automate the annotation process for SVG files
- Used GitHub to maintain a centralized codebase, facilitate seamless collaboration, and track project progress
- Participated in code reviews and provided constructive feedback to peers

Researcher September 2021 - July 2022
First Year Immersion Program: Environmental Visualizations **Binghamton University**
- Led a six person team and created a thesis on climate change's effect on Harmful Algal Blooms.
- Developed a speech on "Climate Change's Effect on the Environment and How it Impacts Harmful Algal Blooms".
  - Presented at the annual *FRI Proposal Poster Research Session* to researchers and philanthropists of the FRI program

Researcher May 2020 - December 2020
School of Atmospheric and Marine Sciences **Stony Brook University**
- Developed findings on the impact of climate change on Hurricane Sally's precipitation using the Python I/O package, PyNIO, as a part of a research group
- Findings were submitted to the Regeneron Student Talent Search and NSPC Health Science Competition

Projects:

Personal Project January 2023 - April 2023
Snake **University of Maryland**
- Developed a classic Snake game using JavaScript, HTML, and CSS, showcasing strong programming skills and creativity
- Created a novel gameplay mechanic by introducing power-ups in the form of speed boosts, extra points, etc.
- Documented the game's architecture, including the implementation details of the power-up system, enabling seamless knowledge transfer and future maintenance