

MICHAEL CHUN

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Projects:

Researcher

June 2023 - Present

Human-Data Interaction Research Group

University of Maryland

- Worked in a team to design 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

Personal Project

January 2023 - April 2023

Snake Game

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

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

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 - December 2022

Skills:

Coding Skills: Java, Python, JavaScript, HTML/CSS, NumPy, MATLAB

Technical Skills: Adobe Premiere Pro, Adobe After Effects, Adobe Lightroom, Adobe Photoshop, Davinci Resolve