

Mitchell Waibel

GRADUATE STUDENT · COMPUTER SCIENCE

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Education

Colorado School of Mines

M.S. IN COMPUTER SCIENCE GPA: 4.0
• Expected graduation: May 2019

Colorado School of Mines

B.S. IN ENGINEERING PHYSICS GPA: 3.56
• Graduated: May 2017
• Graduated Cum Laude
• National Dean's List - 4 Semesters
• Honor Roll - 2 Semesters

Technical Skills

Advanced C++, C, Linux Terminal,
Java, Python, \LaTeX , LISP,
JavaScript, HTML5,
Android Application

Intermediate OpenGL, Mathematica,
MIPS Assembly

Basic Arduino, PostgreSQL
Analog & Digital Circuits,
LabView, SolidWorks

General Public speaking,
technical writing,
independent research

Tools Microsoft Excel,
Word, and PowerPoint

Coursework

GRADUATE

Advanced Computer Architecture
Game Theory and Networks
Theory of Computation

UNDERGRADUATE

Senior Design
Operating Systems
Algorithms
Data Structures
Software Engineering
Computer Graphics
Discrete Mathematics
Database Management
Computer Organization
Mobile Application Development
Game Development

Employment

SEAKR Engineering

Centennial, Colorado

SOFTWARE ENGINEERING INTERN

May 2017 - August 2017

- Ported a proprietary software package from VxWorks to Linux. The software also moved to a new architecture, which required more rewritten code.
- Installed PetaLinux on the flash memory of a MicroZed development board.

MasterCraft Truck Equipment, Inc.

Englewood, Colorado

WAREHOUSE WORKER

Summers, 2015 - 2016

- Learned about small scale installation processes
- Received and processed 2-3 shipments per day
- Delivered the finished vehicle to the customer

Team Project Experience

Theory of Computation

TEAM MEMBER

We spent three weeks developing and coding a LISP program that takes in input, potentially a regular expression, and converts it to a Discrete Event System and which can then be solved with a route through the Discrete Event System using graph traversal methods.

Senior Design

C++ PROGRAMMER

August 2016 - May 2017

Lightning creates atmospheric events in the ionosphere, called Elves, that can be observed at the Pierre Auger Observatory in Argentina. I helped develop a set of modules to work with existing modules that take weighted photon position data from a simulation of an Elve and simulate what that would look like in the detectors at the observatory.

Physics Field Session

STUDENT

Six week long session where we learn hands on skills such as working precision machinery in a shop, handling different types of vacuums, designing analog circuits, construction and operation of lasers, and how to program in several different languages.

Extracurricular Activity

Grow with Google Challenge Scholarship

SCHOLARSHIP RECIPIENT

January 2018 - PRESENT

I was offered a scholarship for front-end web development that allows me to learn website development with JavaScript and HTML5. This challenge scholarship can lead to a longer course of the same subject.

C++ Asteroids Clone

PROGRAMMER AND DEVELOPER

May 2017 - PRESENT

In my spare time, I use the SFML library in C++ to build a clone of Asteroids from scratch. Most of the gameplay is implemented, but I'm still working on the menu and other systems. This project as it is can be found on my GitHub page under Corvus Praedo.