# Mio Nakagawa

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#### **EDUCATION**

#### California Polytechnic State University, San Luis Obispo, CA December 2025

Bachelor of Science in Computer Science

GPA: 3.57

Relevant Coursework: User-Centered Interface Design and Development; Computer Security (**Python**); Programming Languages (**SML**); Data Science (**Python**); Database Systems (**SQL**); Design and Analysis of Algorithms; Software Engineering (**Java**); Systems Programming (**C**); Discrete Structures; Computer Architecture (**Assembly using ARM**); Project Based Object-Oriented Programming and Design (**Java**); Computer Organization(**C and Assembly using RISC-V**); Data Structures (**Python**)

#### **SKILLS**

- Programming Languages: Python, C, Java, JavaScript, SQL, HTML, CSS, SML
- **Technologies & Tools:** GitHub, Microsoft Office, Unix, React, Agile Scrum, Figma, Relational Databases, Google Applications, UI/UX Design, CTF's, NumPy, Machine Learning, TensorFlow, Scikit-learn, Keras, Pandas, Visual Studio
- Soft Skills: Communication, Presentation Skills, Cross-functional Team Collaboration, Detail-Oriented, Teamwork, Leadership, Organizational Skills, Analytical, Growth Mindset, International Mindset, Open-minded, Listening, Positive Attitude Oriented, Professional
- Languages: English, Japanese

## **EXPERIENCE AND PROJECTS**

#### IntelliSAR - Search and Rescue

July 2024 - Present

Agentic Design and Developer

- Leveraged **Llama LLM** and **Google Cloud Vision API** to automate text extraction and form population, significantly reducing manual input and enhancing the efficiency and reliability of web and mobile applications.
- Developing an agentic design utilizing Langchain and CrewAI, researching and implementing cutting-edge solutions to improve the efficiency and accuracy of search and rescue operations.

#### Wearable Sensing Systems and Machine Learning Algorithms for Smart Prosthetics

December 2023 - Present

Machine Learning Student Researcher and Developer

- Assisting with developing a pressure-sensing system with portable DAQ hardware integrated into the socket prosthesis funded by Sony Electronics Inc.
- Developed a script to preprocess time series data for grayscale pixel organization from pressure sensors in Python utilizing TensorFlow, Pandas, Scikit-learn, and Keras
- Researched and implemented a machine learning algorithm using Convolutional Neural Network structures and increased accuracy by 5%

### iter8, Cal Poly

Marketing Coordinator and Designer

June 2023 - Present

- Managed social media accounts (Instagram, LinkedIn, Facebook) and communicated effectively with a team of two
  peers to ensure alignment on objectives.
- Facilitated Figma workshops for 25 students, enhancing their design tool skills.
- Conducted UX research, A/B testing, and iterated designs to develop three websites using Figma within 8 weeks for
  diverse local clients, focusing on customer needs.

#### **E-commerce Site**

September 2023 - December 2023

Software Developer

- Built a database-backed web service for a simulated e-commerce site using Python and SQL.
- Designed and implemented a RESTful API for resource management and customer interactions.
- Enhanced user experience with order search functionality, including filtering, paging, and sorting.
- Optimized API endpoint performance, reducing execution time from 48 ms to 23 ms

#### SLO Hacks, Cal Poly

Competitor and Developer

March 2022

- Built an employment website that allows both applicants and employers to register and login, as well as censor certain information about the applicants (such as age etc.) to mitigate bias and discrimination during the hiring process.
- Utilized **object-oriented programming** and **Flask** to build a website with two other peers as a team during this **36-hour** hackathon.