

# Mitchell T. Vitez

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## EDUCATION

University of Michigan

September 2013–May 2017

- BSE Computer Science
- Program in Entrepreneurship Certificate

National High School Game Academy

July–August 2012

- Carnegie Mellon University six-week summer program
- Chosen by NHSGA teachers to be producer of five-person team
- Led game design, programming, and hardware interface on “Bubble Bonanza”

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## EXPERIENCE

S. R. Clarke Inc. Android Programmer

July–August 2014

- Integrated app with previously existing database system
- Designed both visual appearance and application structure

Hapsy Inc. Android Programmer

November 2013–July 2014

- Student startup focused on geographical social interactions
- Android app programming with work on design and feature set specification
- Produced on-device backend

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## ACTIVITIES

Mars Rover

September–April 2013

- Worked on computer vision subsystem including autonomous movement, obstacle detection, and GUI for rover control, and slope detection system
- Designed backtracking algorithms to keep rover within radio range of base

Shift | Creator Space

October 2013–Present

- Sole freshman selected through competitive interview process for inaugural year
- Entrepreneurship workshops, startup building, and networking events

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## LANGUAGES AND TOOLS

- Python, Panda3D, HTML, CSS, JavaScript, PHP, SQL, Android, Java, Unity3D, Matlab, LaTeX, C/C++, Excel, Blender, Photoshop, Premiere