

# Mitchell Topete

## mitcho85.github.io

---

### Education

#### **|| University of California, San Diego – La Jolla, CA**

Computer Science, B.S.

*Fall 2014 – Spring 2017*

- Current Coursework: Computer Architecture, Principles/Paradigms in Programming Languages, Data Models in Big Data
- Warren College, Spring 2017 expected graduation

#### **|| East Los Angeles College (ELAC) – Monterey Park, CA**

Computer Science/Mathematics, A.A. Mathematics

*Spring 2010 – Spring 2014*

- Obtained AA in Mathematics
  - Held leadership positions in SHPE and CSE student organizations
- 

### Experience

#### **|| Intel – Santa Clara, CA**

New Devices Software Engineer – Intern

*Summer 2016*

- Developing features on a cross-platform app focusing on sports analytics, primarily focusing on iOS development.
- Developing and testing new features on internal products.

#### **|| Pacific Gas & Electric (PG&E) – San Francisco, CA**

IT Security Operations - Intern

*Summer 2015*

- Facilitated operations as project manager for compliance attestation across multiple internal and confidential PG&E IT security systems
- Developed multi-phase project plan for continuous improvement project and coordinated efforts to ensure compliance across multiple entities

#### **|| Space and Naval Warfare Systems Command (SPAWAR) – San Diego, CA**

Software Engineer – Intern

*Summer 2014*

- Designed framework for State Space modeling of ship traffic using Automated Identification System (AIS) data in Matlab.
- Created a network of ship traffic highways using static data by applying clustering algorithms and intuitive route creation techniques.

#### **|| NASA – Jet Propulsion Laboratory – Pasadena, CA**

Software Engineer – Intern

*Summer 2012*

- Developed complete redesign and overhaul of Quality Assurance section parent website using HTML, CSS, JQuery, AJAX, and JavaScript programming languages.
  - Maintained and streamlined backend database structure and implementation using SQL and Coldfusion.
- 

### Skills/Tools

- **C, C++, C#, XAML, Swift, Java, Matlab, SQL, Verilog GDB, Valgrind, GIT, Modern OpenGL, Xamarin Studio, Xcode, Visual Studio, Jira, SourceTree**

### Relevant Coursework

- Basic/Advanced Data Structures, Digital Systems, Math/Algorithm & Systems Analysis, Computer Graphics, Software Engineering Principles

### Achievements and Activities

- CODE2040 Scholar 2016
- Blackrock Founders Scholarship Finalist 2015
- HENAAC Great Minds in STEM Scholarship recipient 2015
- Hispanic Scholarship Fund Scholarship recipient 2015
- Active member of the SHPE UCSD Chapter
- President, Secretary and founding member of the Computer Science and Engineering Club, a project-focused organization providing tutoring services for students. (ELAC, Fall 2012 – Spring 2014)