

# Mitchell Topete

mitcho85.github.io | mitcho85 (at) gmail dot com

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## Summary:

- || Computer science student seeking full time employment in software engineering after graduation in June 2017. Work experience primarily focused in forward engineering C++/Java/C# mobile development, project management, research and development for prototype software using search/clustering algorithms, and web design.
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## 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
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## Experience

### || Intel – Santa Clara, CA

New Devices Software Engineer – Intern

Summer 2016

- Successfully forward engineered and implemented multiple user interface features on a mobile development project using C#, Xamarin, and 3<sup>rd</sup> party libraries.
- Implemented and developed precise procedures and code to support a uniform cross-platform experience for an application that communicates with a custom motion sensing device.

### || 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.
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## Skills/Tools

- **C, C++, C#, XAML, Java, SQL, GDB, Matlab, Ocaml, Valgrind, GIT, GitHub, Modern OpenGL, Xamarin Studio, Xcode, Visual Studio, Jira, SourceTree, HTML, CSS, Bootstrap**

## Achievements and Activities

- Qualcomm HackJuntos inaugural 2016 hackathon participant – CharlieQ app
- CODE2040 Scholar 2016
- Blackrock Founders Scholarship Finalist 2015/internship recipient
- 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)