Mitchell Edward Peters

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Objective

Junior Computer Engineering student with three years of programming skills actively seeking a full-time internship position as a Software Engineer (front-end, back-end, web or game development, design, artificial intelligence) for the Summer of 2020.

Education

Georgia Institute of Technology Atlanta, Georgia *Expected Graduation Date (May 2021)*
B.S. Computer Engineering *Georgia Tech Overall GPA: 3.3*

Kennesaw State University Kennesaw, Georgia *August 2016-December 2017*
B.S. Software Engineering *Kennesaw State Overall GPA: 3.85*
- Honors Program
- Dean's List (2016-2017)

Skills and Engagement

Programming Languages: Java, C/C++, JavaScript/HTML/CSS, Python, SQL, PHP

Technologies: SaltStack, Splunk, Linux, iOS/MacOS, RedHat, Amazon Web Services, MySQL, MatLab, MIPS/Assembly, GitHub

Relevant Coursework: Introduction to Object-Oriented Programming (Java) | Data Structures and Algorithms | Introduction to Artificial Intelligence | Introduction to Database Systems | Engineering Software Design (C++) | Hardware/Software (C) | User Interface Design | Computer Architecture and Systems

Leadership and Activities: Georgia Tech Hackathon (2018) | Georgia Tech Club Sports Leadership Certified | Georgia Tech Club Baseball (Social Chair) | Georgia Tech Resident's Assistant | C++ Engineering Software Design Teaching Assistant

Experience

First Data/Fiserv – *Automation Engineering Intern (06/2019 – 07/2019)* *Marietta, Georgia*
This program focused on the effective delivery of a certain group of technologies, listed below, to be used in First Data/Fiserv's production environments. The internship also focused on leadership, thus driving responsibility and action for the completion of the program in the hands of interns themselves.
- Helped develop Social Media monitoring system for CTO using AWS, Python, and Twitter API (Tweepy).
- Managed Splunk APIs to develop statistics on the performance of automation framework.
- Implemented Salt Enterprise APIs to integrate external tools using automated bash scripts.
- Developed Python-based API to work with MariaDB in order to create a SaltStack Grains "Store"

Georgia Institute of Technology – *C++ Engineering Software Design Teaching Assistant (01/2020 – Present)* *Atlanta, Georgia*
This position entails teaching students object-oriented programming techniques in the C++ coding language. Focused on concepts such as encapsulation, inheritance, polymorphism, functions, pointers, memory allocation, heap vs stack, etc.
- Assists professors with grading homework assignments and projects.
- Works directly with students to help clarify concepts taught in class.
- Holds office hours weekly and responds to online questions in a timely manner.

Projects

Pacman with Reinforcement Learning and Search Algorithm
- Utilized various graph search algorithms (Breadth-First Search, Depth-First Search, Uniform Cost Search, A*) and reinforcement learning techniques (Q-Learning, Value Iteration, Markov Decision Making) to find optimal paths to a goal state while collecting maximum reward.

Atlanta Zoo Application
- The Atlanta Zoo Application is a Java/JavaFX application that stores Atlanta Zoo attributes (visitors, animals, staff, etc.) using a relational database management system that supports standard MySQL queries.

Spyro Video Game (C++/C/MBED)
- https://youtu.be/RhasiteV5tA
  Developed a 2D Spyro The Dragon video game using object-oriented programming with C++ on a MBED LPC1768. This video game consisted of a user-controlled avatar and multiple non-player characters to complete an adventurous quest.