# **Mark Mitri**

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#### **EDUCATION**

Lehigh University, Bethlehem, PA

May 2023

#### **Bachelor of Science in Computer Engineering**

**Relevant Coursework**: Software Engineering, Computer Architecture, Introduction to Data Science, Microcontroller Laboratory, Web Systems Programming, Senior Project Design, FPGA Lab, Introduction to Artificial Intelligence

#### TECHNICAL SKILLS/LANGUAGE PROFICIENCY

Computer skills: Git, Agile Methodology, RStudio, Office 365, Excel, JIRA, SOLIDWORKS, xTuple, Arduino

Electrical skills: Multimeters, Soldering, Microcontrollers, Oscilloscopes, Breadboarding

Software skills: JavaScript, HTML/CSS, Rust, R, MATLAB, Java, C/C++ Language proficiency: English (Native), Arabic (Intermediate)

#### PROFESSIONAL EXPERIENCE

### Enterprise Resource Technical Lead Internship | RR-Racing | Exton, PA

July - August 2020

- Successfully transitioned from Quickbooks to xTuple enterprise resource software.
- Directed data cleanup and migration of 1000+ items, customers, and vendors into spreadsheets.
- Developed CSV atlases to merge complex customer data, mapping 20+ data points for a flawless replacement.

#### IT Consultant Work Study | Lehigh Technology Service | Bethlehem, PA

September 2019 - May 2023

- Managed the Student Technology and Repair Service (STARS), overseeing technical support for 300+ students.
- Provided expert technical support for software and hardware repairs, including data backups using ycopy, virus removal through Malwarebytes, and software re-installation within Windows and Mac systems.
- Created tickets in JIRA for effective tracking and documentation of the progress for each student.

# **SOFTWARE PROJECTS**

Personal Website: <a href="https://www.mmitri.github.io">www.mmitri.github.io</a> (for additional information and projects)

#### Ultimate Tic-Tac-Toe

May 2023

May 2023

- Designed a two-player web game called Ultimate Tic-Tac-Toe, played on a larger 9x9 grid.
- <u>Utilized</u>: Javascript, HTML/CSS

# Word Search Game

- Developed the client-side web application for a multi-player word search game.
- Integrated socket.io library for client-server communication.
- <u>Utilized</u>: Javascript, HTML/CSS, socket.io, node

#### AsaLang | Programming Language Built on Rust

January - May 2023

- Developed a lexer in Rust for efficient tokenization and pattern recognition for 11 categories of ASCII characters.
- Constructed a grammar and parser to translate lexical tokens into abstract syntax trees to write and call functions, do math, and return values.
- Implemented an interpreter enabling the execution of code using a Value enum and Runtime struct to manage variable bindings and function definitions.
- Utilized: Rust, nom library, stack runtime

#### **Data Analysis of Traffic Violations**

December 2022

- Produced a statistical analysis of traffic stops in Maryland correlating car type and receiving a ticket, sifting through 1.8M data points.
- Created Naive Bayes, logistic regression, KNN, and decision tree models to highlight the potential correlation, with a max recall of 70%, precision of 70%, and accuracy of 65%.
- <u>Utilized</u>: RStudio, e1071 library

## **Social Media App Development**

August - December 2022

- Launched a Social Media App with a team of five using Agile methodologies, rotating roles, and 2-week sprints.
- Coded the cloud-based front end with JS, HTML/CSS, and React, utilizing Mayen for build and execution.
- Implemented Google's OAuth, REST API & CRUD resource management, and a backend server hosted on Heroku.
- <u>Utilized</u>: Javascript, HTML/CSS, React, Maven, Git, Trello, RESTful Architecture

#### **ADDITIONAL EXPERIENCE**

#### Engineer | Lehigh Formula Society of Automotive Engineering | Bethlehem, PA

September 2019 - May 2023

Team Lead - Aerodynamics subsystem

- Orchestrated a high-performing team of 4 in planning and producing 3 groundbreaking aerodynamic projects.
- Manufactured the team's 1st carbon composite aerodynamics kit with 15 elements, generating 155 lbs of downforce.
- Initial design in SOLIDWORKS, precise cutting of foam for the molds, then carbon fiber layup process with epoxy.

#### Designer - Aerodynamics subsystem

- Designed and manufactured carbon composite nosecone and sidepod, reducing the frontal area and weight by 25%.
- Conducted comparative analysis of **5** undertray profiles, validating a downforce of **50** lbs.
- Organized an 18-page technical document about aerodynamics and vehicle properties for seamless knowledge transfer.

#### Member - Chassis & Suspension Team

- Re-modeled and manufactured 10 chassis jigs using SOLIDWORKS, improving production time by 15%.
- Collaborated with a team to fabricate 4 carbon composite A-arms, achieving a 50% weight reduction.

#### Accomplishments

- Ranked 6/100 in business presentation, 27/99 in design event, and 2/100 in weight.
- Ranked **7/100** in business presentation, **16/111** in cost event, and **2/121** in weight.

#### Senior Capstone Project: Electronic Signal Visualizer | Lehigh University

August 2022 - May 2023

- Created a mechanical system that produces a Fourier transform visualization from 3 stepper motors.
- Researched sensor specifications and programmed the system using Arduino MEGA IDE.
- Hands-on experience in a lab with oscilloscopes, multi-meters, troubleshooting sensors and motors, and soldering.
- Integrated 3D modeling and printing, laser cutting, machining, and soldering for successful execution.