Mitchell Moore

1555 Oakpark Drive | Helena, Alabama, 35080 | 256.613.1484 | mmoo97@uab.edu

Education

University of Alabama at Birmingham

Birmingham, Alabama

Major: Computer and Info Sciences

Expected Graduation - Spring 2021

GPA: 3.66 (Dean's List)

Gadsden City High School

Gadsden, Alabama

AP Diploma with Honors

Graduated - May 2015

GPA: 3.73

Work Experience

UAB Computer Science Department

Birmingham, Alabama

Personal Tutor

September 2017 – April 2018

- Engaged with students and elevated their understandings of Java and Python to allow them to programmatically manage projects.
- Ensured that these same students could implement a concept and improved their code by showing them how to debug their programs efficiently .
- Facilitated the understanding of various languages and their differences regarding topics such as memory management.

UAB Campus Recreation Center

Birmingham, Alabama

Data Handler

September 2017 – April 2018

- Modified the UAB Student ID Database's format and integrated it into various excel spreadsheets to resolve system
 check in troubles.
- Analyzed data to track stats on peak hours, most frequented times of the day, totals, etc.
- Skyrocketed check-in productivity by allowing for name autocompletion cross referenced with the data base.

Project Work

Mobile Development (Android)

"Hiker's Log"

Birmingham, Alabama

< 1 week

- Developed an app that fetches the user's location and displays the user's Latitude, Longitude, Altitude, Nearby Address (if applicable), and GPS Accuracy then logged it/refreshed it every 10 seconds and stored the data using SQLite.
- Main obstacles overcome were properly formatting API text, optimizing battery life, and making it scalable for multiple devices.

Java Remote Method Interface

Birmingham, Alabama

~3 months

Text Based Online Pokémon Game

- Collaborated with 4 people to create various Pokémon, Gym, Attack, and Effect Objects to really make it easy to enter new Pokémon if desired.
- Created an RMI Server interface and Client Interface to allow for two people to battle each other on separate computers.
- Displayed results on a turn by turn basis on attacks and effects just as in a typical virtual game of pokemon.
- Overcame issues aligning/managing ports and getting the client and server to properly interact.

Additional Skills/Traits

- Ability to coordinate a group to a common goal.
- Actively Intuitive and loves to absorb and understand various cultures.
- Fluent in Spanish and actively perusing French.
- Java, Python, JavaScript, SQL, HTML, XML