

**MIKA MUNCH**

mikakomunch@gmail.com • 650-353-0495 • Palo Alto, CA

**EDUCATION:***Please visit my website: [mmunch103.github.io](https://mmunch103.github.io)***Georgia Institute of Technology** - Junior, Expected graduation: May 2017**B.S. in Computer Science** - Focus in Media and People, **Minor** in Industrial Design**UNSW in Sydney, Australia** study abroad for 2 semesters, February 2016- December 2016.

**Relevant Classes:** Computer Graphics, Computer Organization, User Interface Design, Intro to AI, Data Structures and Algorithms, Object-Oriented Programming, Objects and Design, Research Methods, Probability and Statistics, Combinatorics, Discrete Math for CS, Linear Algebra, Intro to Computing in Python, Sensation and Perception, Social Psychology

**SKILLS:****WORK EXPERIENCE:**

<b>Java</b>	<b>3D Visualization Lab.</b> - Programming Research Assistant	(February 2016-Current)
<b>Python</b>	• In charge of adding multiplayer capabilities for Oculus Rift	
<b>C</b>	• Learned Unity and Unity's Networking system	
<b>D3.js</b>	<b>Data Science Lab.</b> - Research Assistant	(August 2015 -December 2015)
<b>AngularJS</b>	• Paid position under Dr. Polo Chau	
<b>Django</b>	• Working on Google Play's interface	
<b>WebDev</b>	• In charge of design flow, mockups, and analysis	(May-August 2015 & May-August 2014)
<b>OpenGL</b>	<b>Tivix Inc.</b> - Software Engineering Intern (2 summers)	
<b>Unity</b>	• Completed engineer training for Django Framework and AngularJS	
<b>Agile PM</b>	• Worked on site flow project for Apple	
<b>Photoshop</b>	• Developed internal platform for communication with Django/Angular	
<b>Illustrator</b>	• Helped with project management, mockups and wireframes	
<b>InDesign</b>	• Executed, analyzed and maintained Google Adwords campaign	(August 2014 - May 2015)
	<b>GaTech Computational Perception Lab</b> - Research Assistant	
	• Using D3.js, in charge of making dynamic data visualization using of solution strategies	
	• Studied the Kohs Block Design Test using computational models as a means of testing human visual cognition	
	• Involved in discussing strategies for the CV and AI components	(January 2015 - December 2015)
	<b>Cognitive Science - Memory Lab</b> - Research Assistant	
	• Involved in administering experiments and brain imaging	
	• Analyzing fMRI scans and summarizing the results	
	• Reviewing articles and various lab tasks	

**LEADERSHIP & ACTIVITIES:**

<b>Design For America Exec Board</b> - Director of Marketing and Recruitment	(2015-2016)
• Responsible for club marketing and branding	
• Club's go-to UI and design person	
<b>Design Club Leadership Board</b>	(2015-2016)
• Acting as a mentor and teacher for Graphic/UI/UX Design	
• Responsible for making teaching material and presentations	
<b>VGDev</b> - Video Game Development Club Member	(2014-2015)
• Learning Unity3D software and animation with Maya	
• Contributing artwork and level designs	
<b>GT FreShGA Advisor</b> - Student government affiliated freshmen leadership organization	(2013-2015)
• Helped put on the biggest student run event on campus, with an attendance of over 3,000	
• Personally fundraised over \$1,500 worth of prizes and funds	

**HONORS / OTHER:**

• <b>Patent No. 8,082,683 B1 Issued</b> - for Flip-Flop accessory	(Dec. 27, 2011)
• <b>Women@CC Member</b>	(2015 - Present)
• <b>Member of Alpha Chi Omega Fraternity</b>	(2013 - Present)
• <b>Georgia Tech Women's Volleyball Club Team</b>	(2013 - Present)