Michele De Guzman Murata

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EDUCATION

Lehigh University Aug 2022 - December 2026
Computer Science Bethlehem, PA

EXPERIENCE

NanoHuman Interfaces Lab Aug 2023 – Present
Software Engineer and Co-Manager Bethlehem, PA

- Co-managed a team of over 10 students and collaborated with professors, companies, and schools to coordinate projects and organize research data.
- Scanned and optimized 3D Chinese artifacts for an exhibition at Zoellner Arts Center, making them viewable on mobile devices via QR codes and on the HTC Vive using Adobe Aero, Blender, Unity, and Adobe Products.
- Developed a replica of a FIB Microscope for educational and onboarding purposes using C# and Unity, designed for deployment on Microsoft HoloLens.

Sera.io May 2025 – Aug 2025
Software Engineer Intern San Francisco, CA

- Developed and maintained responsive front-end features using React, TypeScript, Tailwind CSS, and Node.js for a smart budgeting platform that analyzes financial history to automate debt reduction.
- Implemented mobile-first UI components and integrated third-party libraries such as Recharts and Sonner to support interactive product tours, dynamic data visualizations, and real-time toast notifications.
- Contributed to core product development by building onboarding flows, influencer analytics dashboards, and redesigning landing pages, while resolving UI and UX issues to enhance overall performance and usability.

Nagoya Institute of Technology Jun 2024 – Aug 2024
International Researcher and Software Engineer Nagoya, Japan

- Collaborated with Japanese researchers and professionals, applying cross-cultural communication skills in an international research environment.
- Researched and evaluated the efficiency of various image processing techniques, including Gaussian, Laplacian, Local Laplacian, and Fast Local Laplacian Pyramids, using MATLAB.

PROJECTS

UniSource

- Collaborated with a 9-member team to build “UniSource,” a full-stack web platform that unified curriculum data from multiple sources into a single searchable interface, improving data accessibility for faculty members and students.
- Worked with Python (Flask) and Jinja templates to display course fragments, parsing data regarding lectures, recitation, and tracks, using SQL to retrieve and store data.

RecycleVision

- Built an application with OpenCV that scans food packaging barcodes and retrieves recycling information using the Open Food Facts API.
- Developed the backend with Python (Flask) and implemented a React-based frontend for displaying results in a user-friendly interface.

SKILLS

Languages & Tools: Python, Java, C/C++, C#, JavaScript/TypeScript, Go, MATLAB, PHP, React.js, Node.js, Flask, HTML/CSS, Tailwind, Unity, Blender, Jinja, Drupal, SQL, Git