

Michael L. Rivera

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EDUCATION

Carnegie Mellon University, *School of Computer Science* Sep 2015 – Present
Ph.D. in Human-Computer Interaction
Advisor: Scott Hudson

University of Pennsylvania, *School of Engineering & Applied Science* Sep 2009 – May 2014
M.S.E. in Computer Graphics and Game Technology, *GPA: 3.94 / 4.00*
B.S.E. in Digital Media Design, *GPA: 3.54 / 4.00*
Advisor: Norman Badler

PROFESSIONAL EXPERIENCE

Facebook, Software Engineer, New York, NY Jul 2014 – Aug 2015
Implemented modular result cards for Nearby Places on Facebook for iOS.
Single handedly built the redesigned Nearby Places for Facebook for Android.
Developed an edit flow for Places Home Creation on Facebook for iOS.

Facebook, Software Engineer Intern, Menlo Park, CA May 2013 – Aug 2013
Built a scalable viewpager with spring animations for the application launcher of Facebook Home for Android.

LinkedIn, Software Engineer Intern, Mountain View, CA May 2012 – Aug 2012
Developed event bubble display items and a internal settings module for an iOS calendar widget library. Implemented the 'Send Congrats' feature for the LinkedIn mobile web application.

PROJECTS

Tracheal Aire, 3D Printable Patient-specific Williams Airway Intubators Jan 2014
Allows physicians to use measurements taken from a CAT scan to generate a customized airway intubator for a particular patient. *Society for Technology in Anesthesia 2014 Engineering Challenge, 1st Place.*

Project PAALM, Leap Motion Controller and Autodesk Maya Plugin May 2013
Supports real-time animation in Maya by quickly approximating the phalangeal joint angles of a user's hand gestures.

Phase Change, Collaborative Sound Creation & Visualization Apr 2013
Allows users to create, layer, and shape 30-second sound recordings in an online branch-based versioning system.

Brobots, Collaborative Gesture-Controlled Robot Feb 2013
Permits remote users to control different aspects of the robot's functionality using gestures detected through the Leap Motion Controller. *PennHacks Hardware Hackathon, 3rd Place.*

TECHNICAL SKILLS

Programming Languages Java, Javascript, Python, Objective-C, C++, C
Development Frameworks iOS, Android, Arduino, Node.js, Flask, Backbone, JQuery, Qt, OpenGL
Fabrication 3D Modeling, 3D Printing (FDM)