Michael L. Rivera

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EDUCATION

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

Sep 2015 – Present

University of Pennsylvania, *School of Engineering & Applied Science*
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

Sep 2009 – May 2014

PROFESSIONAL EXPERIENCE

Facebook, Software Engineer, New York, NY
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.

Jul 2014 – Aug 2015

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

May 2013 – Aug 2013

LinkedIn, Software Engineer Intern, Mountain View, CA
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.

May 2012 – Aug 2012

PROJECTS

Tracheal Aire, 3D Printable Patient-specific Williams Airway Intubators
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.*

Jan 2014

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

May 2013

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

Apr 2013

Brobots, Collaborative Gesture-Controlled Robot
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.*

Feb 2013

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)