Michael Alejandro Schinazi

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Education

University of California Irvine   June 2026
- Bachelor of Science, Computer Engineering
- Dean's Honor List (6 quarters)

Relevant Coursework:
- Software Engineering Project in C; Object-Oriented Systems and Programming; Organization of Digital Computers; Electronics I & II; Data Structures and Algorithms; System Software; Computer Networks.

Skills

Programming Languages: C/C++; Java; Python; Verilog; VHDL; Assembly; Javascript; HTML; CSS.
Software & Tools: Git; Linux; Virtual Machines; Bookworm OS; Wireshark; Vivado; LTspice; Make; Arduino IDE; Ripes.
Hardware & Embedded Systems: Raspberry Pi, RISC-V; Oscilloscopes; Circuit Design & Analysis; Breadboarding; Soldering.
Languages: Bilingual (*Spanish & English*).

Related Experience

Society of Hispanic Professional Engineers at UCI (Fundraising Chair)   March 2023 - Present
- Leading fundraising efforts to support SHPE's goal of fostering professional and community development for Hispanic engineering students.

IEEE at UCI Open Project Space Member   October 2023 - June 2024
- Course in developing real-world electronics skills in areas including ICs, breadboarding, soldering, PCB design, microcontrollers, and hardware communication.

Projects

Building Management System with Raspberry Pi 5 using Python   June 2025
- Became familiar with RPi 5 to control DHT-11 and PIR sensors, LCD, pushbuttons, and LEDs. Experimented with APIs, event-driven programming and user interaction. Applied knowledge of threading and mutexes.
- System made to simulate HVAC, ambient light control, weather readings, and fire alarm/security features.

Data Sorting in C++   April 2025
- Utilized multithreading and multiprocessing to sort large .csv file datasets.
- Used algorithms such as merge sort in a practical program, understanding how threads and parallel processing affect performance of a process in an operating system.

Pipelined Processor implementation in Verilog   February - March 2025
- Completed Single Cycle MIPS Processor. Reinforced skills with hardware language and complex digital systems.
- Synthesized and tested ALU on an FPGA to verify correct execution of compiled MIPS programs.

Dictionary with Swing GUI in Java   December 2024
- Application to add, search, modify user input words. Applied inheritance, exception handling, and file I/O in a practical context.
- Reinforced skills in Object Oriented Programming and UI design to develop a functional and user-friendly tool.

Online Poker in C   May - June 2024
- Collaborated with 6 others to build a multiplayer poker game; contributed to GUI using GTK 2.0.
- Demonstrated strong teamwork and ability to work within a large, complex codebase under tight deadlines.

Digital Image Processing programs in C   January - March 2024
- Wrote C programs to manipulate images and videos; integrated dynamic data structures and doubly linked lists.

Work Experience

Ocean State Job Lot (Stock Associate)   July 2024 - September 2024
- Maintained stock and supported daily store operations in a team. Accommodated customer requests efficiently.
- Developed strong workplace communication and time management skills under fast-paced conditions.

Activities & Volunteer Work

Boy Scouts of America/Cub Scouts (Scouts BSA)   2012-2022
- Star Scout/Assistant Patrol Leader/Troop Librarian. Taught younger members about survival/outdoor skills.
- Participated in community development and service projects, working with local organizations and fellow Scouts.

National Honor Society   2021-2022