

Mitchell Sweet

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Seeking an internship in the field of computer science for the summer of 2017.

Education

Rochester Institute of Technology B.S. in Web and Mobile Computing, expected graduation Spring 2020.

Projects

Max Camp	An iOS application created for Maximum Travel Camp which provides communication on all destinations, scheduling, and points of interest. Utilized by staff, parents, and campers. Created in Objective-C. http://apple.co/2drzgbL
Roslyn High School	An iOS application created for Roslyn High School. Allows students to view school information such as the daily schedule, staff directory, and features a homework planner and class reminders. Created in Swift, open source on GitHub. http://apple.co/2cKdmOF
Prodigy	An iOS game which challenges the player's reflexes. The player must tap to make a ball jump over moving triangles while having very little time to react. Created in Objective-C. http://apple.co/2d5MSKz
iRide	An iOS app which allows the user to record and save roller coaster rides. The user can record their speed, elevation, g-force, and time during their ride and save it to their device. Created in Objective-C http://apple.co/2cBIW2y

Experience

App Developer Maximum Travel Camp 2014 - Present	Created and currently manage an iOS application for Maximum Travel Camp. Update the app each year with additional features and new camp calendar and information. Worked with Objective-C.
Technology Tutor East Hills Town Hall October 2013 - June 2015	Volunteered to teach senior citizens on the use of modern technology such as smartphones, tablets, and computers.

Skills

- Swift
- Objective-C
- Java
- HTML/CSS/JS

Achievements

- Awarded an Apple Worldwide Developers Conference (WWDC) 2016 Scholarship ticket
- Earned the rank of Eagle Scout
- Dean's List Fall 2016