

# Michael Navarro

michaelnavs@gmail.com

[LinkedIn](#) | [GitHub](#) | [Website](#)

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## EDUCATION

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### Auburn University at Montgomery

12/2021

Montgomery, AL

GPA: 3.81

- Bachelor of Science in Computer Science, *Summa Cum Laude*

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## EXPERIENCE

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### Undergraduate Research Assistant

01/2021-Current

Auburn University at Montgomery

- NSF funded research project using Machine Learning and Hyperspectral Images to classify types of clouds in the sky.
- Utilized Scikit-Learn to create models to estimate turbidity values from RGB cloud Images.
- Wrote multiple Python image processing scripts to create datasets to evaluate ML models mentioned above.

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## OPEN-SOURCE PROJECTS

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### MonkeyType

[Site](#) | [GitHub](#)

- A Minimalistic, customizable typing website.
- Corrected errors with UI/UX design to give users a better experience on mobile devices.

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## PERSONAL PROJECTS

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### Travel Logger

[GitHub](#)

- Developed a web app using React and Flask to visualize all the places a user has traveled to.
- Managed users' destinations and account preferences using PostgreSQL database.
- Use Mapbox GL JS to render an interactive map of the world

### Gamesaver

[GitHub](#)

- Open source CLI tool to find the best deals on PC games by fetching data from CheapShark API which provides the latest deals from various platforms like Steam, Amazon, GameStop, and more.
- Utilizes Rich for beautiful text formatting in the terminal and Click to easily add CLI commands.
- Uses PyTest to easily write tests to make sure the program is running correctly.

### Blackjack

[GitHub](#)

- Recreation of Blackjack card game in Python using PyGame.
- Utilizes Object Oriented Programming to create classes, instantiate objects, and cleanly modularize the code.

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## TECHNICAL SKILLS

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### Languages:

Python, JavaScript, C/C++

**Tools/Frameworks:** Flask, PostgreSQL, React, MaterializeCSS, Bootstrap, Git