Michael Kentaro Cho

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OBJECTIVE	Fourth year computer science student with experience in software development and UI/UX design as well as robotics research. Pursuing a creative role in an internship or full-time position where I can utilize my skills in programming and design.	
EDUCATION	B.S. Computer Science *University of California, San Diego* **GPA**: 3.5	2014 – 2018 (Expected)
	Monterey Peninsula College **GPA**: 4.0	Graduated 2014
TECHNICAL SKILLS	**Languages/Frameworks**: Java, C, C++, HTML, CSS, Javascript, AngularJS **Tools**: Git, Unix/Linux, Matlab	
PERSONAL PROJECTS	**SpaceLearn Web Application**, *Personal Project* - An educational web application built using HTML5, CSS, and JavaScript that displays an animated diagram of the solar system. - Targeted towards elementary school science classes, allows users to start/stop orbital animations and click on planets to reveal an infographic on its characteristics.	Summer 2014 Github: toepump/ SpaceLearn
	Spudnik Game, *Level Designer/Programmer/Soundtrack Composer* - A space themed puzzle game for a Game Jam Hackathon. Used GameMaker Studio to program and manage the sound and art assets. - Designed levels as well as gameplay elements like interesting tools and new puzzle challenges.	2014 - 2016
COURSE PROJECTS	**BusyBlocks**, *Lead UI/UX Specialist/Programmer CSE 110 Software Engineering* - A group scheduling web application designed to aid in finding times for group members to hold meetings. - AngularJS used alongside HTML, CSS, and UI Bootstrap to achieve a layered and modular final product with an intuitive and attractive UI. - Parse services for database management.	2015-2016 Github: steevoleeto/ hipster
	Boggle Game, *CSE 100 Advanced Data Structures* - Implemented the classic board game: Boggle using a k-ary tree to represent a dictionary of words that worked together with a NxN to consistently win against a human player. - Implemented efficient tree traversal algorithms to guarantee that all possible combinations of words would be discovered under a given runtime benchmark.	2015
WORK EXPERIENCE	**Embedded Systems Team Member**, *AUVSI - San Diego, CA* *Project Manager*: Ryan Nakutin (rnakutin@ucsd.edu) - Calibrated and integrated 3DR Pixhawk Autopilot Module with flight sensors and RC/Telemetry modules. - Learned how to perform research in order to troubleshoot compatibility issues. *Software Tools:* Utilized flight simulation software XPlane10 for HIL simulation. Interfaced autopilot and RC/Telemetry modules with MissionPlanner autopilot software.	2014 - 2015
	Researcher, *Tohoku University System Robotics Laboratory - Sendai, Japan* *Project Manager*: Vincent Babin (vincent@irs.mech.tohoku.ac.jp) - Developed an electronics system and software program to drive an existing mechanical design for a knee exoskeleton. - Results to be used to develop user profiling and smart assistance. *Software Tools:* Utilized the QNX Real-Time OS in coordination with concurrency concepts to design and implement a C++ program that used encoder outputs to determine the positioning of a stepper motor and safely assist a user. Setup automated through bash scripts.	2016-2017