Michael Kentaro Cho

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EDUCATION	B.S. Computer Engineering University of California, San Diego GPA: 3.5	2014 – 2018 (Expected)
	Monterey Peninsula College GPA: 4.0	Graduated 2014
TECHNICAL SKILLS	Programming Languages : Java, C++, C, JavaScript, Angular JS, Python, HTML, CSS, SPARC Assembly	
	Tools: Git, Unix/Linux, Matlab	
RELEVANT PERSONAL PROJECTS	SpaceLearn Web Application , <i>Personal Project Description</i> : Designed an educational web application using HTML5, CSS, and JavaScript that displays an animated diagram of the solar system. Targeted towards elementary school science classes, the app allows users to start/stop orbital animations and click on planets to reveal an infographic on its characteristics. First attempt at using JavaScript with HTML elements and CSS for user interactions.	Summer 2014 Github: toepump/ SpaceLearn
	Raspberry Pi, Personal Project(s) Web Server: Installed Apache, MySQL and PHP on Raspbian OS for hosting websites.	
	<i>Rover:</i> Used GoPiGo rover kit to build small rover that is controlled via SSH and simple Python code using the GoPiGo library.	Winter 2014
	Circuit Tests: Built simple LED circuits and programmed them in interesting ways using a breadboard, switches, resistors, Python, and the Raspberry Pi.	
RELEVANT COURSE PROJECTS	BusyBlocks, Lead UI/UX Specialist/Programmer CSE 110 Software Engineering Description: A group scheduling web application designed to aid in finding times for group members to hold meetings. Learned AngularJS specifically for this project and used it alongside HTML, CSS, and UI Bootstrap to achieve a layered and modular final product complete with an intuitive and attractive UI. Used Parse services for database management. (hipster.parseapp.com)	Spring 2015 Github: steevoleeto/ hipster
	sdiff Clone, CSE 30 Computer Organization and Systems Programming Description: A unix command line tool clone written in C with some assembly modules. This tool reads two files and creates versions of them on the RTS. Then a longest common subsequence algorithm is used to find differences between the two files and prints the differences in a side-by-side manner.	Spring 2015
	Evil Hangman, CSIS 10B Introduction to Data Structures in Java Description: A Hangman simulator with an algorithm that makes guessing the correct word nearly impossible for the user. The user chooses the length of the word, then the program uses a map datatype that changes the correct word based on the user's letter guesses. The program uses a recursive algorithm to determine what subset of words to pull from without appearing to cheat to the user.	Spring 2014
WORK EXPERIENCE	Embedded Systems Team Member, AUVSI - San Diego, CA Project Manager: Ryan Nakutin (rnakutin@ucsd.edu)	
	<i>Autopilot Module</i> : Calibrated and integrated 3DR Pixhawk Autopilot Module (ArduPilot Mega 2.6) with flight sensors and RC/Telemetry modules (FRSKY D8RII/RFD900). Learned how to perform research in order to troubleshoot compatibility issues.	School Year 2014-2015
	Software Tools: Became familiar with flight simulation software XPlane10 for HIL simulation. Became comfortable interfacing autopilot and RC/Telemetry modules with Mission Planner autopilot software	

MissionPlanner autopilot software.