



Michael Kentaro Cho (B.S. Computer Engineering)

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Objective

Apply my knowledge and experience to solving real-world problems and developing innovative technologies while further cultivating new skills, networks, and perspectives through internships.

Experience

"SPACELEARN" WEB APP

- Started an independent project aiming to provide an online teaching tool for children interested in the Solar System.
- Used HTML, CSS, and Javascript to create an interactive and fully animated diagram of the solar system with a dynamic informational panel.

"EVIL HANGMAN" JAVA GAME

- Used Java, data structures, and predictive algorithms to create a game of Hangman where the computer actively avoids the user's next guess making victory near impossible.

WEB DEVELOPER, HANA GROUP, PACIFIC GROVE, CA – 2012-2014

- Maintained client websites through content, design, and feature updates.
- Implemented new features to the Hana Group company website through WordPress, custom HTML, and CSS.

"SPUDNIK" GAME

- Introduced the setting and gameplay mechanic for a space-themed puzzle game.
- Used Gamemaker Studio IDE to code algorithms simulating gravity fields and incorporate art and sound assets.
- Composed the soundtrack.

Extracurricular Activities

UCSD AUVSI TEAM EMBEDDED SYSTEMS TEAM MEMBER

- Build, test, and learn about the embedded systems required to develop a fully autonomous airplane.
- Calibrate and construct sensors working with the ArduPilot Pixhawk autopilot module.
- Write the C code that interfaces Pixhawk with the sensors and other on board modules.

Education

Monterey Peninsula College, Monterey, CA – Transfer, 2014 (**3.98 GPA**)

University of California, San Diego, La Jolla, CA – Ungergrad (**3.7 GPA**)

Relevant Courses Completed by Summer 2015

- Basic Data Structures/Object-Oriented Programming
- Software Tools and Techniques
- Introduction to Discrete Math
- Mathematics for Algorithms/Systems
- Advanced Data Structures
- Com. Organization and Systems Programming
- Theory of Computability
- Components and Design Techniques for Digital Systems
- Introduction to Analog Design
- Electricity and Magnetism