

# Micah Austin

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## EDUCATION

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**University of South Carolina** — Columbia, SC

GPA: 4.0

*Bachelor of Science in Computer Science* (Expected May 2029)

Intended Specialization: Artificial Intelligence

Honors: President's List, Palmetto Fellows Scholar

## EXPERIENCE

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### STEM Outreach Instructor

August 2024 – May 2025

- Delivered lessons on automation, robotics, and introductory AI concepts to 52 middle school students across 3 classes (Automation & Robotics, Design & Modeling).
- Taught programming fundamentals and the scientific method through real-world applications in a ~10-week field experience.
- Created curriculum to develop problem-solving skills and foster an interest in STEM.

## PROJECTS

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### TSTR – AI Tester Collaboration Platform

January 2026 – PRESENT

- Designed a Python-based prototype platform to address bias in AI systems by encouraging diverse user testing and feedback during development.
- Built 6+ core application modules (user profiles, dashboards, task tracking, announcements, chat, and a joblist) using a graphical API.
- Composed a demo video walkthrough to present the project, explain the platform's purpose, and navigate through the prototype's intended use.

### POWERS – Independent Game Development

August 2021 – PRESENT

- Designing a turn-based combat game system inspired by Pokémon, featuring 60+ elemental interactions and 200+ unique hero abilities.
- Producing detailed game documentation covering core mechanics, progression systems, and balancing logic.
- Conceptualizing use of AI in rule-based decision systems to simulate strategic gameplay.

## SKILLS

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**Programming:** Python, Java, C++, JavaScript (basic), HTML

**Tools & Technologies:** GitHub, GitHub Pages, Onshape (3D CAD)

**Concepts:** Artificial Intelligence Fundamentals, Algorithmic Thinking, Technical Communication