Maika Hirata

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Objective

Computer Engineering student with formal education in Distributed System & Software Design and Robotics seeking an embedded software internship for Summer 2026. Experience with writing and debugging software for a variety of hardware-based projects.

Education

Georgia Institute of Technology | Atlanta, GA *August 2024 – Present*
Bachelor of Science in Computer Engineering, GPA 3.22 Expected Graduation, December 2026
The University of Georgia | Athens, GA *August 2023 – May 2024*
Transfer with 78 Credit Hours, GPA 3.92

Skills

Programming: Java, Python, C, MIPS Assembly, JavaScript, CSS, HTML (CIW Site Development Associate)
Hardware: Raspberry Pi, Arduino, Mbed, ESP32, CTR Electronics, FPGAs, VHDL, soldering, 3D printing, oscilloscope, logic analyzer
Software: Git, WordPress, KiCad, Quartus Prime, MATLAB and Simulink
Professional Organizations: Georgia Tech Women in Electrical and Computer Engineering, Japanese Student Association
Languages: Japanese (native), English (fluent)

Projects

Buzz Car | Georgia Institute of Technology Junior Design *August 2025 – Present*
Group Leader
Four-member team project to design and build a line-following car toy while gaining experience with product lifestyle management.

- Coordinated system-level design and integration of individual subsystems to ensure line-following with 90% accuracy out of the 15 trials performed, ranking second out of 10 total teams in a class racing competition to complete a complicated, custom track.
- Developed custom PCB schematics for both the LCD and speaker to pass the ERC and DRC checks in PCB design software as well as verifying post-fabrication functionality through a circuit validation procedure and integration testing.
- Implemented PWM audio control on the ESP32 to generate user alerts with minimal power consumption of <0.2 W per tone.

Electronic ARTrium | Georgia Institute of Technology Vertically Integrated Project Team *August 2024 – Present*
Electro-Mechanical Team Member
Interdisciplinary project integrating engineering into an interactive art exhibit involving sensors, sound, video, and mechatronics.

- Brainstormed and prototyped an Arduino-controlled mechatronic eye system that dynamically tracked varying player height through a pose detection camera, enhancing exhibit interactivity during the month-long exhibit.
- Integrated a server-to-Arduino lighting network to synchronize atmospheric LED effects across the exhibit, creating responsive visual cues that enriched visitor immersion.

Relevant Coursework

Intro to Object-Oriented Programming: Writing GUI programs with methods such as encapsulation, inheritance, polymorphism.
Programming for Hardware/Software Systems: Developing software with complex execution and storage mechanisms of the ISA.
Digital Hardware Design Lab: Designing and testing resistive, capacitive, and inductive circuits using CAD tools.
Data Structures and Algorithms: Data structures and algorithms in the context of object-oriented programming in Java. In-progress.

Activities

FIRST Robotics Competition Team 1261 Robo Lions | Programming Lead *August 2022 – May 2023*

- Mentored 20+ new members on the website and programming sub teams, on web development and Java respectively.
- Implemented closed-loop control in the form of Proportional-Integral-Derivative (PID), path planning, April Tags, and vision tracking through an iterative process to continuously improve robot performance, leading to winning district event finalist three times and district event champion once.
- Presented the team's engineering design process over the season for the robot in detail to judges at competition, winning four awards related to consistent, reliable, high-performance autonomous robot operation as well as an innovative control system.

Technology Student Association *August 2019 – May 2023*

- Designed, built, and programmed a story-based, 4ft tall animatronic running on an Arduino and utilizing pneumatics and servo motors in a team of 3, winning 1st place and 3rd place at the state level and placed in top 10 at the national level.
- Built a website catered to a specific competition theme using HTML, CSS, and JS with a focus on user-friendliness and engagement in a team, placing in top 10 at the state level for 3 years consecutively.