Kristian Michel

813-734-6431 | $\frac{\text{kristianjeanmichel@gmail.com} \mid \underline{\text{linkedin.com/kristian}} \mid \underline{\text{github.com/kristian}} \mid \underline{\text{github.com/kristian}} \mid \underline{\text{portando, FL - Open to relocation}} \mid \underline{\text{portando, FL - Open to relocation}} \mid \underline{\text{github.com/kristian}} \mid \underline{\text$

EDUCATION

University of Central Florida

Orlando, FL

Bachelor of Science in Computer Science

Aug 2022 - December 2024

GPA: 3.57

TECHNICAL SKILLS

Languages: Java, Python, C/C++, C#, JavaScript, TypeScript, HTML, CSS, SQL, PHP, Ruby, Scala, Clojure, Perl, Elixir, Shell

Frameworks: React.js, Astro, Node.js, Vue.js, Angular.js, Vite, Discord.js, Next.js, Express.js, PostgreSQL, mySQL, Prisma, GraphQL, Tailwind CSS, Bootstrap, Cron, WordPress, REST, jQuery, Selenium, Azure, Appium, AJAX, AWS, OpenAI API, Django

Developer Tools: Git, VS Code, Visual Studio, PyCharm, Eclipse, Docker, Kubernetes, Vercel, AWS, Apollo, Jira, Unix/Linux, VxWorks

Relevant Coursework: Object Oriented Programming, Data Structures & Algorithms 1 & 2, Computer Architecture

PROJECTS

World RPG Discord Bot | JavaScript, Discord.js, Node.js, Prisma GraphQL, Cron, mySQL December 2022

- Developed an innovative Discord Bot using Discord.js, Node.js, and JavaScript to simulate a turn-based, grand strategy war-game for up to 10 players, allowing them to create nations, compete for land, and manage resources through a mySQL database with real-time updates using CronJob implementation.
- Utilized Prisma as the ORM tool to optimize database interactions, ensuring high-performance and data integrity, while demonstrating proficiency in JavaScript to create an immersive gaming experience within the Discord platform.

Space Tycoon | C#, Unity

Armed Forces Game Jam

- Created an immersive space station tycoon game in Unity and C#, collaborating with a team during a game jam.
- Emphasized strategic resource management and team coordination through grid-based object placement, physics raycast, and vector math for realistic object interactions and accurate 3D rotation.

MajorMentor | Astro, React, Tailwind, Django, CockroachDB, TypeScript, Python, OpenAI API, AWS July 2023

- Engineered a robust backend using Django and OpenAI API for majormentorucf.com, a web application that generates customized academic guidance for students in the form of downloadable PDFs.
- Constructed an intuitive and responsive frontend using Astro, React, and Tailwind CSS, and successfully deployed the website using AWS Lightsail, ensuring seamless user experience and reliable accessibility.

Pepsi Website Recreation | Vite, React, Node, Tailwind, Javascript, Express.js, PostgreSQL July 2023

- Developed a responsive and visually appealing Pepsi website replica using React.js, Vite, and Tailwind CSS, showcasing strong front-end development skills.
- Designed and implemented a powerful RESTful backend infrastructure for the recreated Pepsi website, utilizing Express.js and PostgreSQL. Developed and maintained a robust set of REST APIs that seamlessly handled data retrieval, manipulation, and storage, ensuring efficient communication between the front-end and the database.

EXPERIENCE

Software Engineer CWEP

May 2023 - Present

Lockheed Martin

Orlando, FL

- Achieved increase in efficiency on the aiming system for Apache helicopters' missiles by simulating aircraft in different circumstances.
- Revitalized essential software by using C++ to continue development on GUI software that will connect to Apache hardware's embedded code and return critical data.

Full Stack Developer

May 2023 - Present

KnightHacks Orlando, FL

- Redesigned KnightHacks' website in **Tailwind CSS** and **React.js** to reflect latest information.
- Integrated feature to allow companies to organize hackathons by testing and developing backend with Apollo GraphQL.