

Michael Gagnon

234-567-6300 | michaelgagnon1@yahoo.com | <https://michaelgagnon.info>

Professional Summary

A versatile software developer with experience in application development across multiple platforms. Proven ability to quickly learn and apply new technologies to build and deliver functional software solutions, demonstrated by the successful development and publication of both a native Android application and a portfolio web application utilizing industry-standard best practices. Possesses a strong foundation in object-oriented programming languages, along with experience in database management and web technologies. Capable of adapting to various roles and technical challenges within the software development lifecycle. Seeking a software development position to contribute technical expertise and continue professional growth.

SKILLS

- **Languages:** Kotlin, Java, C#, Visual Basic (.NET), C++, JavaScript, TypeScript, HTML, CSS, XML, JSON
 - **Mobile Development:** Android and iOS Development, Jetpack Compose, Xcode
 - **Databases:** Microsoft SQL Server, MySQL, SQLite, Room Database
 - **Frameworks:** .NET, ASP.NET, Angular
 - **Tools & Other:** GitHub, AWS, Android Studio, Visual Studio, IntelliJ IDEA, Project Management, Problem Solving, Automation, Scripting
-

EXPERIENCE

Data Annotation Tech (Remote) - Freelance LLM AI Trainer/Annotator

August 2023 – Present

- Provided data annotation for AI model training (data visualization, computer science, and machine learning knowledge).
- Collaborated on prompt engineering and QA for model output accuracy.
- Applied RLHF techniques to improve model efficiency/performance.

DE Web Works, Victoria, TX (Remote) - Software Developer

May 2023 – August 2023

- Developed and updated client websites (Visual Basic, ASP.Net).
- Created backend applications for data reporting.
- Integrated third-party APIs for client specifications.
- Managed Microsoft SQL Server databases.
- Programmatically managed database connections and queries.

Nerdy Necessities, Salem, OH - Owner / Manager of Operations

September 2021 – December 2023

- Managed retail business operations (inventory, accounting, payroll).
- Developed and maintained the company website and online presence.
- Managed business agreements, marketing, and customer relationships.
- Oversaw all business aspects, from strategy to execution.

CU-Interface, Richfield, OH - Jr. Software Developer / Systems Administrator

Nov 2018 – Jan 2022

- Developed and deployed iOS/Android applications (Objective C, Java).

- Maintained client websites (HTML, CSS, JavaScript, AJAX).
 - Developed core data processing software (C#, .Net Framework).
 - Managed Microsoft SQL Server databases and programmatic queries.
 - Debugged and optimized existing codebases.
 - Created automation tools for various tasks.
 - Provided IT support, managing Windows Servers and over 500 PCs.
-

ADDITIONAL EXPERIENCE

- Customer service, managerial, and sales roles (2014-2018) where I demonstrated strong leadership, problem-solving, and communication skills, managing teams and operational tasks.
-

PROJECTS

Panda's TCG Inventory Converter

Released October 2024

- Led design, development, and deployment of a native Android app published on Google Play (Kotlin).
- Implemented core functionality to process TCG data for inventory management.
- Architected local data storage using Room Database with SQL.
- Integrated REST APIs to fetch and update external data.
- Built UI with Jetpack Compose, enhancing user experience.
- Managed full application lifecycle (development, testing, deployment).

Angular Portfolio Web App

Released May 2025

- Developed and deployed a personal portfolio web application using Angular.
- Hosted on AWS, leveraging S3 for static content, Route 53 for DNS, ACM for SSL/TLS, and CloudFront for global content delivery.
- Demonstrated proficiency in front-end development, responsive design, and cloud infrastructure management.
- <https://michaeltgagnon.info>

Mail Sorter - In Progress

Releases 2025

- Developing an arcade game using Unity and C#.
 - Implementing core gameplay mechanics (powerups, obstacles, actions).
 - Gaining experience with Unity physics, particle systems, and shaders.
 - Applying problem-solving and design principles in iterative development.
-

EDUCATION

Youngstown State University, Youngstown, OH

- Bachelor of Science in Applied Science (BSAS) in Computer Information Systems
- Minor in Web Communication
- GPA: 3.5 (Cum Laude)
- Relevant Coursework focused on: Object Oriented Programming, Database Management, Web Development, Operating Systems, Hardware Integrations, Security Practices, Research and Reporting, Digital Communications (Web Development, Digital Imaging Software).