

Michael Ewers

Software Engineer

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EDUCATION

B.S. Computer Science

Northern Arizona University

08/2015 – 05/2020

Flagstaff, AZ

WORK EXPERIENCE

Student Software Engineer

Soundscapes2Landscapes

08/2019 – 05/2020

Flagstaff, AZ

A company funded by NASA looking to learn and understand more about Biodiversity changes through Analyzing audio recordings

Achievements/Tasks

- Consulted with clients to determine necessary requirements for Web application software system.
- Sped up manual sound analysis process with automation using machine learning models.
- Team designed and built web application with Python, Flask, Node.js, and React Stack.
- Delivered and deployed final web application and standalone application product to clients with satisfaction.

"WorkClock" Echo Skill Developer

XTechC - Amazon Skill Store

04/2018 – 06/2018

Flagstaff, AZ

Small company looking to deploy excellent tech solutions to customers

Achievements/Tasks

- Collaborated with Client to build and deploy an Amazon Echo Skill with Python and AWS Services.
- Consulted with Client weekly to further determine proper Functional and Non-Functional Requirements.

"QuickFit" Echo Skill Developer

CreativeDevvers - Amazon Skill Store

01/2017 – 02/2018

Santa Fe, NM

Solely Developed

Achievements/Tasks

- Solely built and deployed an Amazon Echo skill with Python and AWS services: DynamoDB, Lambda, S3, and CloudWatch.
- "QuickFit" Skill received 2100 Individual users within 3 months of being deployed to Amazon Skill Store.

SKILLS

Java



Python



.NET/C#



AWS Services



Flask/React



Ruby



Swift



PERSONAL PROJECTS

React.js Personal Website (05/2020)

- Created a static website using Github Pages to display information about me.
- Configured React hash router to display multiple pages on static website.

Dining Philosopher Parallel Program (10/2019)

- Created a simulation program in C using POSIX threading to further understand parallel programming concepts
- Created a thread safe environment for all threads to access, manipulate, and print a result without receiving Race Conditions.
- Implemented semaphores to stop potential deadlocking.

Reverse Engineered Binary Data to Extract Videos (07/2020)

- Determined location of video data within a binary file of a proprietary video system.
- Created .NET/C# program to read the binary and separate the video data from the system.
- Implemented methods to then write two files with the separated video data.

ORGANIZATIONS

NAU Esports (01/2018 – 05/2020)

Co-Creator of the Rainbow 6: Siege Branch of NAU's Esports Club.

INTERESTS

Hiking

Camping

Ski/Snowboarding

Ceramics

Competitive Gaming