Michael Feneberg

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Education

Honors LSA at the University of Michigan - Ann Arbor, MI Computer Science Major - 3.67 GPA

Relevant Coursework: Programming Concepts - Data Structures and Algorithms - Discrete Maths - Statistics and Data Analysis

Experience

Void Tech - Lead Developer, *ShadCN, Docker, Linear for Agile Methodologies*   Sept 2024 - Present

- Developed and enhanced the Open Course website, a free platform for University of Michigan students to share study resources and schedule sessions, utilizing Basic HTML, React, and CSS to improve the user interface and overall layout.
- Led a team of 4 developers while collaborating with designers and other development teams, utilizing Figma and Linear to track tasks and implement features; communicated team progress to the Executive Board to ensure effective collaboration.

Inalfa Roof Sytems - Purchasing and Database Intern   Jun 2024 - Aug 2024

- Optimized and reorganized contract database, through self-teaching and implementing an advanced Excel search function to filter over 700 records by name and business partner code for improved accessibility.
- Contacted 200+ suppliers and created a multifunctional spreadsheet with macros to add information, a master table that can be edited by filter, and a search page that automatically finds and fills information.
- Utilised raw material pricing to predict price changes of parts, and created presentations of the findings, bringing savings up to 10% for the quarter.

Projects

Image Resizing Program, *C++, Ubuntu/Linux, Unit Testing, Valgrind, and Git*   Sept 2024 - Oct 2024

- Designed and implemented a content-aware image resizing program using the seam carving algorithm, demonstrating proficiency in computer vision techniques and image processing.
- Developed a custom Matrix and Image abstract data types (ADTs) in C++, showcasing strong object-oriented programming skills and ability to work with complex data structures.
- Created comprehensive unit tests using a custom testing framework, highlighting expertise in test-driven development and software quality assurance practices.

Simple Machine Learning Classifier, *C++, Ubuntu/Linux, Git, and Makefile*   Oct 2024 - Nov 2024

- Developed a content classifier for an online forum using natural language processing and machine learning techniques, improving proficiency in text analysis and classification algorithms.
- Implemented a simplified Multi-Variate Bernoulli Naive Bayes Classifier using container ADTs (sets and maps) in C++, showcasing strong data structure and algorithm design skills.
- Created a robust machine learning application capable of training on labeled datasets and predicting post categories with a 90% accuracy, highlighting expertise in probability-based classification and software engineering practices.

Activities

Tau Epsilon Kappa Professional Technical Fraternity - Recruitment Committee   Sept 2024 - Present

- Organized technical development activities including, but not limited to designing a TEK app using Figma, business visits, and countless professional speaker events for members of Epsilon Class
- Won 4th at Figma Sponsored Designathon for creating the UI for a logistics app in under 200 minutes with a small team of designers.

Skills/Awards

- Experience in *C++, Python*, and *R* using *Pycharm* and *Visual Studio Code*
- 1st Place Morgan Stanley Prize for EECS Freshman Project - 4th Place Figma Designathon
- Have built 2 high-end PCs, including software setup, troubleshooting, and installation
- English (Fluent), German (Verbal Fluency)
- Experience troubleshooting numerous IT issues with Computers