Michael Belousov

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`https://MichaelBelousov.github.io` ← I have a small blog, check it out

Objective

Merit an innovative software engineering position and reach a mentoring role.

Education

University of Connecticut, Storrs, CT
Bachelor of Science, Computer Science and Engineering, anticipated May 2019
GPA 3.7, on track to graduate at the end of third year.

Experience

Bentley Systems, *Software Engineering Intern*
May 2018—August 2018

▶ Designed numerical methods for iterative piecewise curve fitting including implementing curve simplification algorithms (Visvalingam-Whyatt, Ramer-Douglas-Peucker).
▶ Prototyped a React web front-end and ASP.NET-core back-end for a .NET application; in a product for predictive monitoring of water distribution systems.
▶ Lead exploration of newer technologies for which there were no conventions in the office.

ITS, *Security Analyst and Developer*
December 2016—*Current*

▶ Upgraded a PHP-Python2 XMLRPC + jQuery web stack into bilingual Python3 with boilerplate generation.
▶ Restructured source architecture for fast dependency-aware idiomatic package management with Git and Pip.
▶ Created an SVG network diagramming toolset using SNMP, CDP scanning, and a sophisticated CISCO router CLI parser.

UCONN Speech and Hearing research, *Sole Application Developer and IT Consultant*
March 2017—July 2018

▶ Created interactive simulation software (a game in Unreal Engine 4) for navigation tracking in neurological research, as a sole developer.
▶ Built a TkInter Python app for top-down playback of participant navigation, and as a GUI to a data and statistics aggregator for collected data.

Technological Competencies

C++, Python, C, GNU/Linux+Bash, Git, GitLab, Vim,
TypeScript, React, Node.js, GLSL, C#+ASP.NET, Webpack, Java, HTML5, JavaScript, [Postgre]SQL, PHP, Bootstrap, CSS, Sass, Splunk, LaTeX, Lisp

Skills

Presentation, Mentoring
Graphics, Visualization, Office Suites, Automation
3D Modeling and design for optimized rendering

Hobbies and Extracurricular

▶ Upsilon Pi Epsilon member, the computing honor society
▶ 3D Art, procedural (computer-generated) art and animation
▶ Also: reading, writing, filming, casual gaming, C++ template meta-programming