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 employing complex problem solving, and team initiative.

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.

Notable Courses

Algorithms and Complexity
Theory of Computation
Modern C++ Programming (the most fun CSE class at UCONN)
Probabilistic Performance of Computer Programs

Experience

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

▶ Tested and implemented algorithms (Visvalingam & Whyatt, Ramer-Douglas-Peucker) for intelligent curve fitting of various functions over elevation data in drainage system simulation.
▶ Implemented a React web front-end and ASP.NET-core back-end wrapping a C# desktop application for estimating emergency preparedness in pipe systems with an intuitive slippy map interface.
▶ Lead exploration of new technologies (e.g. Redux) for which Bentley Systems had no established conventions.

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

▶ Developed solutions and web applications for analyzing, maintaining, and automating UCONN network security.
▶ Upgraded a PHP-Python2 XMLRPC + jQuery web stack into bilingual Python3 with configurable boilerplate code generation.
▶ Built Python packaging into the development environment with git and dependency management.
▶ Created an SVG network diagramming toolset using SNMP, CDP/LLDP 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 the 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 participant 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/scss, 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