

# Michael Belousov

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<https://MichaelBelousov.github.io/>

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## 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 in 3 years

TRUMBULL HIGH SCHOOL, Trumbull, CT

GPA: 3.7, Honors with Distinction, Governor's Award

## Notable Courses

Algorithms and Complexity

Theory of Computation

Systems Programming [current]

Probabilistic Performance of Computer Programs [current]

## Experience

BENTLEY SYSTEMS, *Software Engineering Intern*

May 2018–*anticipated* August 2018

- Tested and implemented algorithms for intelligent curve fitting of piecewise functions over elevation data for simulating drainage systems.
- 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 sloppy map interface.

UITS, *Security Analyst*

December 2016–*Current*

- Developed solutions and web applications for analyzing, maintaining, and automating UCONN security solutions, using a PHP, python XMLRPC server, JavaScript, bootstrap, web stack.
- Built a python ecosystem for building local security and SVG reporting tools.

UCONN SPEECH AND HEARING RESEARCH, *Application Developer and IT*

March 2017–January 2018

- Created interactive simulation software for neurological navigation research and a TkInter Python app for top-down playback of participant navigation.

## Technological Competencies

C++, Python, C, GNU/Linux, git, vim, TypeScript, React, Node.js, GLSL

Webpack, Java, HTML, JavaScript, SQL, PHP, Bootstrap, SCSS, CSS, Splunk

## Skills

Presentation, Mentoring

Graphics, Visualization, Office Suites, Automation

3D Modeling and design for optimized rendering,

Blender 3D + GIMP

## Hobbies and Extracurricular

Upsilon Pi Epsilon member, the computing honor society

3D Modeling, Animation, 3D Art, generative art and animation

Reading, writing, filming, casual gaming