Michael Belousov

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`https://mikemikeb.com` ← I have a small blog, check it out

Objective

Create innovative software that solves general problems, and where possible use it to spread the knowledge of programming.

Education

UNIVERSITY OF CONNECTICUT, Storrs, CT
Bachelor of Science, Computer Science and Engineering, May 2019
GPA 3.7, graduated in 3 years.

Experience

BENTLEY SYSTEMS, *Software Engineer*
June 2019—Current
▶ Developed multiple full stack applications with Node.js, React.js, C++, ASP.NET C#, C++, SQL[ite].
▶ Maintained, and helped modernize, core C++ libraries and custom data persistence technology.
▶ Wrote the Unreal Engine Datasmith integration for the iTwin platform.
▶ Wrote several public and internal, technical and beginner, articles about using our open-source software, on the iTwin developer community blog, such as "Introducing `@bentley/imodel-react-hooks`" and "Writing a PrimitiveTool".
▶ Increased developer productivity in several ways including: setting up CI/CD (Azure Piplines and Github Actions) for new and old projects, profiling and tuning build tools like Webpack (3× speed increase in our case) and wrote custom tooling (ESLint rules) to prevent entire bug classes.
▶ Contributed to open source projects that we used, such as `lint-staged`, and `typescript-eslint`.

ITS, *Security Analyst and Developer*
December 2016—*2018*
▶ Created an SVG network diagramming toolset using SNMP, CDP scanning, and a sophisticated CISCO router CLI parser.
▶ Migrated a PHP-Python2 XMLRPC + jQuery web stack into bilingual Python3+Vue.js and generated PHP.

UCONN SPEECH AND HEARING RESEARCH, *Private Application Developer and Technical Lead*
March 2017—July 2018
▶ Built interactive simulation software (in Unreal Engine 4) for navigation tracking in neurological research, as a sole developer.
▶ Built a TkInter Python app for visualization of data.

Technical Competencies

C++/C, Python, GNU/Linux+Bash, Git, React, TypeScript, Node.js, GLSL, C#+.NET, Webpack, Java, HTML5, JavaScript, [Postgre]SQL, MongoDb PHP, Sass+CSS, Rust, Godot, Azure

Skills

Technical writing, mentoring
Graphics, visualization, office suites, automation
Classical 3D modeling for optimized rendering

Hobbies

▶ 3D Art, procedural (computer-generated) art and animation.
▶ Writing programming languages and tooling, experimenting with new programming languages.
▶ I use a lot of `bash`, so much that I've gotten worried and am exploring `xonsh`.
▶ The occasional Game Jam.