Michael Belousov

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https://github.com/MichaelBelousov/

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 June 2019
GPA > 3.6 every semester, 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
Introduction to Theory of Computation
Systems Programming [current]
Probabilistic Performance of Computer Programs [current]

Experience

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.

PRIVATE WORK FOR PHD CANDIDATE, *IT Advisor, Application Developer*
March 2017–January 2018
○ Created interactive simulation software for neurological navigation research and a TkInter Python app for top-down playback of participant navigation, currently awaiting results for statistical analysis.

PROJECT CONTINGENCY, *Team Leader, Senior 3D Artist, Lead Engine Programmer*
July 2013–August 2016
○ Developed real-time algorithms for Unreal Engine 4, profiled and optimized networking, designed quality input control, and built network of services to for online connectivity and customer community.
○ Lead a team of over 20 developers, managing workflows, technical advice, and running administrative meetings and community.

Technologies; *by familiarity*

Python (extensively), C++, bash, C, GNU/Linux, vim, git, Cygwin
Unreal Engine 4, Blender, Substance, Photoshop, GIMP
Java, HTML, Javascript, SQL, Lisp, PHP, Bootstrap, CSS

Skills

Googling, really
Presentation, Public Speaking, Leadership and initiative
Data Visualization, Office Suites, Organization
Unix System Administration

Hobbies and Extracurricular

Upsilon Pi Epsilon member, the Computing Honor Society
3D Modeling, Animation, 3D Art
Creative writing, (reading too of course), film, games