

# Michael Belousov

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

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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 3.6, 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

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 development community of over 20 developers, managing workflows, technical advice, and running administrative meetings and community.

## Technological Competencies

Python, C++, C, bash, GNU/Linux, git, vim, cygwin

Unreal Engine 4, Blender, Substance, Photoshop, GIMP

Java, Splunk, HTML, Javascript, SQL, PHP, Scheme,

Bootstrap, CSS

## Skills

Googling, really

Presentation, Public Speaking, Leadership, Initiative  
Graphics, Visualization, Office Suites, Organization

Unix System Administration

## Hobbies and Extracurricular

Upsilon Pi Epsilon member, the Computing Honor Society

3D Modeling, Animation, 3D Art

Reading (e.g. GEB and Terry Pratchett), creative writing, film, games