

Michael Brazeau

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PROFESSIONAL EXPERIENCE

Expedia Group - Payments Team, VRBO Financial Pipeline

Software Engineer 1 | Mid January 2021 - Current

Working with the VRBO financial pipeline team as part of Expedia Group. Focused on forwarding events about various elements of the VRBO brand payment system to the Expedia Group system. This includes automating tax information for VRBO properties i.e. collecting tax and issuing reports to various tax authorities on behalf of VRBO listers. Further responsibilities include: on-call PagerDuty level 1 responder for various Java microservices; developing, migrating, and supporting new features for existing services; testing, discussing, and analyzing options for new backend services; gathering requirements and developing systems within existing and new business CI/CD infrastructures; communicating with 3rd party partners addressing various issues or uncertainties within their APIs; assisting in Scrum leadership duties, which included running standup, retros, demos, and grooming sessions; reviewing and creating pull requests with github; writing and commenting on various technical documents using github pages and confluence; and performing data fixes and cleanups between different SQL/NoSQL databases and services.

Expedia Group - VRBO Payments Team

Software Engineering Intern | Summer 2019 & 2020

Gathered requirements, partially designed, implemented, and deployed a microservice which allows members of the VRBO payments team to quickly perform various validations and database queries using an internal API. Performed analysis of different pricing models for extrapolating future unit pricing. Created a three-layered test app which allowed users to see available 'scooters' in a particular area using a custom React UI which featured a Dropwizard backend and MySQL server.

SkySync, Inc.

Junior Software Engineering Intern | Summer 2015

Created a C# Service that mapped CRUD features exposed by Box's API to their equivalents in SkySync's platform which enabled SkySync to perform migrations to/from Box. SkySync then used the service to migrate a new client's cloud server data from Box to Dropbox in a secured private server located in England.

EDUCATION

University of Michigan

BS in Computer Science - 3.2 GPA

Graduated December 2020

PROJECT EXPERIENCE

MORFOSI | UniDot Studios

Indie / Horror Game | 2020

Involvement encompasses engine development (movement, mechanics, game manager, saving, etc.), AI programming, sound design and programming, community engagement, DevOps, Jira management, and playtesting/quality assurance.

Showcased live at *SGDA Student Games 2020*. Second Place Winner for *EECS 494: Introduction to Game Design Student Game Showcase*. Copies included as a part of the *Bundle for Racial Justice and Equality*.

PERTINENT COURSEWORK

Web Systems

University of Michigan | 2019

Developed three versions of a mock-up Instagram clone, ending with a finished lightweight version of Instagram written in React using Python Flask for the backend. Deployed through AWS using full HTTPS encryption and protections from common website vulnerabilities (e.g. Cross Site Scripting or 'Man in the Middle' attacks).

Developed a Map Reduce framework with Python Flask. Deployed through AWS EC2 instance with NGINX.

Developed and deployed a search engine using a 1999 implementation of Google. PageRank and Inverse Document Frequency were calculated using Hadoop allowing our frontend to quickly determine the order which links should be displayed.

SKILLS

C/C++, PYTHON, JAVA 8/11/15+, C#, UNIX, SQL, AWS (DYNAMODB, S3, LAMBDA, SQS, IAM, etc), KAFKA, CI/CD, (GIT, JENKINS), AGILE DEVELOPMENT, JAVA SPRING BOOT, DROPWIZARD, UNITY 2D & 3D, BACKEND DEVELOPMENT (MAVEN, BASH, REST-API, GRPC, etc), SPLUNK, DATADOG, CONFLUENCE, JIRA