

Michael Carpenzano

New York City Metropolitan Area | Phone: +1 (631) 678-1728 | Email: carpenzanomichael@gmail.com

Linkedin: [linkedin.com/in/michaelcarpenzano](https://www.linkedin.com/in/michaelcarpenzano) | Website: michaelcarpenzano.com

EDUCATION

STONY BROOK UNIVERSITY, Stony Brook, NY

2022

Bachelor of Science in Computer Science

GPA: 3.2

Relevant Coursework: Analysis of Algorithms, Data Structures and Algorithms, Programming Abstractions, System Fundamentals, Discrete Mathematics, Object-Oriented Programming, Applied Finite Mathematical Structures, Computer Networks, Software Engineering, Probability and Statistics

Awards: Dean's List Fall 2020 and Spring 2021, SBU Game Programming Competition Finalist 2021 and 2022

SKILLS

Technical Skills: Python, Java, JavaScript, HTML, CSS, C++, Linux

Version Control: Git

Databases: MongoDB, SQL

Soft Skills: Flexible, Creative, Excellent Verbal and Written Communication, Empathetic, Detail-Oriented, and Organized.

Languages: Native Proficiency in English, Elementary Proficiency in Japanese.

PROJECTS

SOCIAL MEDIA WEBSITE | JavaScript, React, NodeJS, MongoDB

- Designed mockups and then translated those ideas into a functional social networking site as part of a 4-person team.
- Implemented a global site search, which efficiently fetched quizzes, user profiles, and community pages from our database.
- Utilized the MERN stack (MongoDB, Express.js, React.js, and NodeJS).
- Automated testing and deployment using GitHub CI/CD.
- Provided secure and streamlined account creation and log-on services using Google Single Sign-On.

UNREAL ENGINE GAME | C++, Unreal Engine 4, Blender, Visual Studio

- Game was developed by a team of my partner using both C++ and Unreal Engine's visual scripting language.
- Git LFS used for version control of audio, textures, models, and other large files.
- Finalist in the 2022 SBU Annual Game Programming Competition, judges included current employees from Hi-Rez Studios, Twitch, and Rockstar Games.

DEEP LEARNING NATURAL LANGUAGE MODEL | Python, PyTorch, NumPy

- Using Python with PyTorch and NumPy libraries, designed and trained a model that utilizes deep learning to identify the meaning of words based on context provided by surrounding words in the sentence.
- Achieved 70% baseline accuracy before additional parameter tweaking.
- Later expanded on this project by using the same context data in a probabilistic language model to generate new sentences.

EXTRACURRICULARS

STONY BROOK UNIVERSITY CYBERSECURITY CLUB Stony Brook, NY | 2021 - 2022

Member

- Participated in seminars on various aspects of computer security including network and cellular security.
- Discussed essential cybersecurity skills, techniques, and encryption algorithms like RSA and DH key exchange in depth.

STONY BROOK GAME DEVELOPERS CLUB Stony Brook, NY | 2021 – 2022

Member

- Discussed various aspects of game development and attended workshops on creative skills and technologies.
- Participated in game programming competitions, where industry professionals judged contestants' submissions.

STONY BROOK UNIVERSITY KENDO CLUB Stony Brook, NY | 2021 – 2022

Member

- Met twice a week to train in modern Japanese martial arts.