

Michael Rallo

Full Stack Software Engineer

CONTACT

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📍 2019 130TH PL SW, Unit B
Everett, WA 98204

Specialized Skills

Software Development:

OOPs – C++ & Java

GUI Tools QT (C++) & JavaFX (Java)

Low Level / OS – C & Cmake

Unit Testing (GTest)

Unreal Engine 4.0

Unity 5.X

OpenGL

Python

Web:

Web Services / REST APIs

Spring / Angular / React / Laravel

JavaScript / PHP

SQL

Dev Environment/Tools:

Git

Agile / SAFe

Pivotal Cloud Foundry / Jenkins

Virtual Machines

AWS / Azure

Team:

Communication

Cooperation

Design

Innovation & Motivation

Mentoring (Agile Processes / Software
Tools / Architecture)

Personal Projects

MadHouse – Unreal Engine 4.0

July 2018 – Present

Madhouse is a first person horror mystery and puzzle game created by a team of 3 artists and myself. Notable features I programmed are the inventory/crafting system, intractable interfaces when hovering/clicking on objects in the world, stress mechanics for the player, and AI for monsters throughout the game.

Budgie Adventures – Unreal Engine 4.0

September 2017 – November 2017

Budgie Adventures is a simple 2D side scroller platformer where the player controls a parakeet in a household environment.

Escape – Unity 5.X

March 2016 – May 2016

Escape is a solo first person adventure game in which the player has to escape from a dungeon filled with puzzles/traps.

EDUCATION

University of Missouri - Columbia

Bachelor's Degree

August 2014 - May 2017

➤ **Bachelor of Computer Science**

➤ **Majors:** Computer Science **Minors:** Mathematics

➤ **Latin Honors:** Cum Laude

EXPERIENCE

Boeing

July 2018 - Present

Software Engineer Grade II – Automation Integration

- Maintained/Updated Data, Metrics, and Applications used to display the statistics of the Automation performance using Tableau.
- Responsible for delivering valuable Software Applications to support automated manufacturing in the Fuselage Assembly Center. Java, Spring Boot, Spring Thyme, Maven, SQL Server were the usual toolsets utilized.
- Integrated Software onto the Fuselage Assembly Center, teaching engineers and managers how to use various tools I've engineered and developed. Examples include Activity Logging Tools and Equipment Issue Recording/Reporting tools which have reduced the need for mechanics and managers to spend time writing down / wandering through multiple Excel sheets – saving the company countless hours.

Boeing

June 2017 - June 2018

Software Engineer Grade I – Flight Simulation

- Responsible for defining the requirements; designing, developing, and testing software features; and supporting products through delivery and in the field.
- Developed in a Scaled Agile Framework alongside many other brilliant engineers.
- Daily C++ & Visual Studio Development which involved creating and maintaining features/tools for the Pilot Training Simulators and Instructor Operating System. Examples include generating/displaying map graphics and routes, GUI menus, application debugging, entity/object management, factory creation, DLL creation, etc.
- Distributed Interactive Simulation development in C++.

MBS

July 2016 - May 2017

Web Developer

- Responsible for independently Developing/Designing University Bookstore Websites from the ground up within an Internal Content Management System.
- Maintained Multiple Live Websites and provide excellent and proficient Client Services.
- Lead the company forward to pursue Responsive and Modern Web Designs.