

Michael Rallo

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Targeting an Entry-Level Position as a...
Software/Web Developer

Career Objective

I am a Software Developer and a Full Stack Web Developer seeking employment in the Seattle area where I can utilize my knowledge of programming languages, layout, design, development, and documentation to help meet and exceed the company's goals.

Education

2014 – 2017: University of Missouri-Columbia

- **Bachelor of Computer Science**
- **Majors:** Computer Science
- **Minors:** Mathematics
- **GPA:** 3.7/4.0
- **Graduation Date:** May, 2017

2012 – 2013: Saint Charles Community College

- **Associates of Arts**
- **GPA:** 4.0/4.0

2008 – 2012: Fort Zumwalt North Highschool

- Graduated top **1%**
- Graduated **Highest Honors** (Summa Cum Laude)

Skills/Experience

Applications

- Written numerous applications in **Object Orientated Programming languages** such as **Java** and **C++**.
- Developed countless **C programs** that manipulate data, files, bits, and more via pointers, arrays, trees, etc.
- Experienced with **JavaFX Scenebuilder**, creating applications with multiple **threads** and **scenes**.
- Worked with App Development in **C# (Xamarin)** and **Swift (XCode)**.
- Experienced with **OpenGL** and **PCL** Libraries.

Web

- Developed Web Apps with **PHP**, **HTML5**, **Javascript**, **jQuery**, **Ajax**.
- Have worked with frameworks such as **AngularJS2**, **Laravel**, and **ReactJS**.
- Created sites with sleek, **responsive**, modern designs.
- Created Web Apps using **RESTful API**.
- Experienced with **SQL** queries and **MySQL/PostgreSQL**.
- Experienced with **XML** and **JSON Parsing**.

AI

- Have developed applications that utilizes **StateSpace Maps**.
- Experienced with **Mini-Max**, **DFS**, **BFS**, **A*** and **MRV** search algorithms.
- Developed **AIs** to play against humans (I.E. Checkers/TicTacToe).

Software

- **Git Friendly**.
- Experienced with using **Virtual Machines** and **web hosting services** such as **Microsoft Azure** and **AWS**.
- Experienced with **Adobe Photoshop CS6**, **Sony Vegas Pro 12.0**, and **Microsoft Office**.

Technical

- Ability to **install/transfer operating systems**.
- Able to **replace/install hardware components**.
- Ability to **troubleshoot** and **repair hardware/software**.

Work Experience

MBS TextBook Exchange Inc. – Insight Web Developer

July 2016 | Present

Job Description:

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

Cellairis – Sales Representative / Phone Repair

September 2012 | July 2013

Job Description:

- Evaluated new technologies, equipment, vendors and product marketability.
- Earned a reputation as a valuable and cooperative coworker by: being fair, honest, and willing to help others when needed; effectively resolving conflicts at appropriate times; and assisting new managers and other staff to become familiar with policy and operations.
- Maintained and encouraged customer loyalty through the courteous and efficient resolution of disputes, complaints, and discrepancies.

Projects

Checkers (Personal Project)

A game of checkers. This application allows users to play with their friends or against AIs. AIs can range from an easy buddy to play with to a master who will make you rage quit! This project was created using JavaFX and includes a responsive UI. Players may also change the theme (colors) of the board and checkers. Users may also play on a various range of sized boards! The AI uses the Mini-Max algorithm with ranging lookaheads and is threaded so that the application does not stall.

Dim3nsion (Capstone)

Dim3nsion was developed by a team of 6 for Capstone. This application takes an RGBD Image (Colored image with Depth), and produces an interactive 3D model. Dim3nsion utilized PCL (Point Cloud Library) in order to extract data from a rgbd image and use the data to create a pointcloud, which would then be used to create a 3d model. My contribution in this project was creating the point cloud and uses a triangulation algorithm to connect points and form faces for the model to be rendered.

Space Invaders (Solo Project)

This *Space Invaders Visualizer Game* app was developed entirely using Java. It utilizes JavaFX to give the user a nice Interface. Is user friendly, and allows users to a variety of levels, bands, and variety of functions. The Application Utilizes Java's Extensive libraries on visual effects and demonstrates threading via enemy generation.

AccessZou (Group Project)

AccessZou is an application developed as an attempt to replace the current protocol for asking for security records for students. This application was developed using the PHP Framework: Laravel. I was responsible for setting up the framework, site design, controllers, views, PaaS (Hosting and Building), as well as PDF Generation for release forms.

4Reelz (Group Project)

4Reelz was a WebApp developed to challenge our DataBasing knowledge. Using PostGres and the IMDB api, we were able to recreate a version of IMDB. Our database contained over a million records, from which we could query through and return Specific information. A rating and commenting System was also put in place for users to share their opinions with the public.

Virtual CPU (Solo Project)

This *Virtual CPU Project* was carried out as part of my Operating Systems course at the University of Missouri - Columbia. It is an application that simulates how a processes handles processes from a ready Queue using specified algorithms. The user can choose between using Round Robin Scheduling or FCFS scheduling. Depending on how many of each algorithm is called, threads will be created to handle processing the Queue. In essence, a file full of PCB data is read in and threads are created to processes a single dynamic array made up of PCB input based on the desired algorithm.