CONTACT

**Michael Rallo**

Full Stack Software Engineer

University of Missouri - Columbia

**Bachelor’s Degree** August 2014 - May 2017

* ***Bachelor of Computer Science***
* ***Majors***: Computer Science ***Minors***: Mathematics
* ***Latin Honors***: Cum Laude

**EDUCATON**

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2019 130TH PL SW, Unit B

Everett, WA 98204

**Software Development:**

OOPLs – 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)

Specialized Skills

**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** March2016 - May 2016

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

**Personal Projects**

Boeing July2018 - 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 June2017 - 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 July2016 - 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.

**EXPERIENCE**