MICHAEL WASHBURN JR

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Objective

To expand my knowledge in the Software Engineering field through a co-op position. Available January 2016 through August 2016.

Skills

PROGRAMMING LANGUAGES

Python
C#
C++
Java
C
ARM Assembly
JavaScript

FRAMEWORKS

Django
.NET
Android Application Framework
MFC

SOFTWARE/TECHNOLOGIES

Git
SVN
GNU Make
Eclipse
Microsoft Visual Studio
Microsoft Visio (UML)
SQL
CSS
XML
Arduino
JSON

Education

Rochester Institute of Technology

Bachelor of Science (BS) Software Engineering 2017

GPA: 3.76/4.00

Clubs: Society of Software Engineers, Tau Beta Pi Engineering Honor Society, National Society of Collegiate Scholars

Accomplishments: Dean's List (2012-Present), RIT Presidential Scholarship

Employment

Rochester Institute of Technology — Rochester, NY

Course Assistant — Jan 2015 to May 2015, Aug 2015 to Current

Assisting with a Math Models of Software course at RIT which uses modeling languages such as Promela and MIT's Alloy to model different aspects of proposed or existing software systems. My Responsibilities include evaluating homework and projects, proctoring and grading exams when necessary, and holding weekly office hours.

Rochester, NY

Research Assistant — Aug 2015 to Current

In conjunction with Microsoft Research, performed quantitative and qualitative analysis of 155 postmortem reviews written by game developers. Distilled a set of common best practices and pitfalls in game development in one of the largest and most diverse studies of game development to date, and presented findings in the format of a research paper, submitted to the International Conference on Software Engineering (ICSE).

Lockheed Martin — Owego, NY

Software Engineer Co-op — May 2015 to Aug 2015

Simplified the build process for a postal address recognition system, which runs on multiple platforms and environments, by consolidating build scripts into a single Makefile. Updated and refactored supporting Makefiles and build scripts. Produced documentation necessary for the usage and maintenance of work products.

The Raymond Corporation — Greene, NY

Software Engineer Co-op — Jun 2014 to Jan 2015

Reverse engineered an outdated program, and developed a replacement Windows application in Visual C++. Implemented updates for new product lines to a Windows application, used by corporate employees and nationwide dealers. Assisted in the refactoring of a major software system. Tested, debugged, and found solutions to issues in various software systems (embedded and non-embedded).

Projects

Toolshare

Python based web application for a library system enabling users to share tools within small communities.

RGB LED Clock

An analog LED clock implementation built using an Arduino Uno and shift registers to control RGB LEDs embedded in a clock face.

Gr8ing System

Python based web application for managing students, professors, courses, and grades in a university environment.