Reston, VA
http://www.linkedin.com/in/louiemichael
https://github.com/Michaelis105/

michael.louie10@gmail.com
540-645-1914

# Michael Louie

## EXPERIENCE

| | | |
|---|---|---|
| **Software Engineer I** | **Verisign, Inc.** | **February 27, 2017 – Present** |
| | **Reston, VA** | |

**Consolidated Top-Level Domain - Infrastructure Services**

| | | |
|---|---|---|
| **Software Engineer Associate** | **Lockheed Martin** | **June 6, 2016 – February 3, 2017** |
| | **Manassas, VA** | |

**Acoustic Rapid COTS Insertion System Services**
- Designed and implemented event-driven API in Java permitting engineering to develop sonar system manager tools with cluster management and scheduling software.
- Prototyped modern data visualization UIs with JavaFX, AngularJS, and D3 to enhance operator control and situational awareness over system processes and compute resource management.
- RDT&E with Docker to containerize sonar applications for rapid deployment, security, and scalability.
- Conducted and delivered critical item testing as part of feasibility study to evaluate free open-source software capabilities as deliverable solutions to customer.

| | | |
|---|---|---|
| **Software Engineer Intern** | **EMC Corporation, Data Domain** | **May 26, 2015 – August 12, 2015** |
| | **Durham, NC** | |

- Collaborated with the NFS team to develop multi-threaded implementations of NFSv4 to extend product storage functionality.
- Consolidated and enhanced team's debugging scripts for extending company-wide testing capabilities.
- Benchmarked data storage modules to target system optimization efforts.

| | | |
|---|---|---|
| **Software Engineer Intern** | **Naval Surface Warfare Center Dahlgren Division** | **June 2, 2014 – August 8, 2014** |
| | **Dahlgren, VA** | **June 22, 2013 – August 16, 2013** |

**2014**
- Authored Navy installation, configuration, and operation guide for integrating a host-based intrusion detection system with the AEGIS fleet combat system enhancing cyber security capabilities.
- Composed, tested, and verified RHEL integration procedures in combat systems labs and communicated results to system integrators and engineers.

**2013**
- Constructed real-time tactical database for the Marine Corps Tactical Service Oriented Architecture (SOA) technology environment.
- Designed future ship power control GUI for integrating and managing tactical laser weapons to ship energy generation/storage systems.

## LANGUAGES AND TECHNOLOGIES
- C, C++, C#, Java, Python, HTML5, CSS, JavaScript, Bootstrap, PHP, Bash, Shell Scripting, NFS, XML, JSON, UML, SQL, LabVIEW, MATLAB, Gradle
- AWS, Ansible, Gradle, Agile, Scrum, API Design, Linux (Red Hat/CentOS), Windows, Virtualization (VMs and Docker Containers) JUnit, Mesos, Marathon, Qt, Eclipse, Android Studio, Git, Perforce, Bugzilla, jinjava

## PROJECTS
- Angena – Genealogy Program, C++, Qt
- Yo Ho Ho and a Parsec of Rum: The Treasure is Light Yars Away! – Mobile turn-based strategy game, Java, Android

## EDUCATION

| | | |
|---|---|---|
| **Blacksburg, VA** | **Virginia Polytechnic Institute and State University** | **August 2013 – May 2016** |

- B.S. in Computer Science, May 2016, GPA: 3.38 / 4.00

**1st Place Faculty Choice Capstone**, Virginia Tech Computer Science Undergraduate Research Symposium
"Neuroevolution of Augmenting Topologies and Machine Learning – Finite Solution Spaces"
- Developed, integrated, demonstrated, and measured open-source NEAT implementation effects on training AI to play Connect Four utilizing Java and AWS EC2.

Certifications available on request.