

Michael Louie

WORK EXPERIENCE

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

Consolidated Top-Level Domain, Infrastructure Services

- Developing code dependency analysis reporting tool to notify engineers of project security vulnerabilities
- Optimizing Java CTLD batch processing reducing total financial bundle transactions by 25%
- Collaborating with customer service and GSA users to deliver DotGov domain management processes and features
- Leading virtualization initiative to integrate domain provisioning components into Docker containers
- Improving product development and testing process via automated user interface, protocol, and database fixtures

Software Engineer Associate **Lockheed Martin** **June 2016 – February 2017**
Manassas, VA

Acoustic Rapid COTS Insertion System Services

- Prototyped modern data visualization front-end UIs with JavaFX and D3 to enhance operator control and situational awareness over system processes and compute resource management
- Integrated open-source cluster management and scheduling software to support sonar applications

Software Engineer Intern **EMC Corporation, Data Domain** **May 2015 – August 2015**
Durham, NC

- Consolidated debugging Linux shell scripts for extending company-wide testing capabilities
- Benchmarked data storage modules to target system optimization efforts

SKILLS / LANGUAGES / TECHNOLOGIES

- Professional: Java, Bash Shell Scripting, Ansible, Docker Containers, Linux, Unix, HTML, SQL, Gradle, XML, JSON, YAML, Mesos, Marathon, Git, TeamCity, JIRA, Selenium, FitNesse
- Proficient: C, C++, C#, Python, Go, PHP, Amazon Web Services, Google Cloud Platform, Qt, Virtual Machines, Bootstrap, Material Design, JavaFX, Apache HTTP Server, Windows

PROJECTS

- Angena – genealogy program to record and visualize genealogical data to GEDCOM X standard using C++ and Qt
- OWASP-DC Parser – module for OWASP dependency check application to parse and compile vulnerability reports using Java, HTML/CSS, and XML
- Total War Framework – real-time strategy video game based on Unity Engine using C#

EDUCATION

B.S. in Computer Science **Virginia Polytechnic Institute and State University** **May 2016**
Blacksburg, VA

1st Place Faculty Choice Capstone, Virginia Tech Computer Science Undergraduate Research Symposium
“Neuroevolution of Augmenting Topologies and Machine Learning – Finite Solution Spaces”

- Developed, integrated, measured, and presented open-source NEAT implementation effects on training AI to play Connect Four utilizing Java and AWS EC2.