Michael Louie

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WORK EXPERIENCE

Software Engineer II (3/2018 - Present) Verisign, Inc.
Software Engineer I (2/2017 - 3/2018) Reston, VA

February 2017 – Present

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 Manassas, VA

June 2016 - February 2017

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 Durham, NC

May 2015 - August 2015

- 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

- Vulquery dependency vulnerability comparison and suggestionutility and API using AngularJS, Python, SQLite
- 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 Blacksburg, VA

May 2016

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.