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Michael Louie

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Reston, VA

WORK EXPERIENCE

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

Consolidated Top-Level Domain, Infrastructure Services
- Developing Java CTLD batch processing reducing number of total and erroring financial bundle transactions by half
- Streamlining CMS processing providing DotGov US GSA clients access to stored business documentation
- 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
- Mitigating third-party software security risks by creating and integrating vulnerability detection tools

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 to develop sonar system manager tools with cluster management and scheduling software
- Prototyped modern data visualization front-end UIs with JavaFX, AngularJS, and D3 to enhance operator control and situational awareness over system processes and compute resource management
- RDT&E with Linux scripts as wrappers to Docker API, Mesos, and Marathon to containerize sonar applications for rapid deployment, security, and scalability in distributed systems

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 in C to extend product storage functionality
- Consolidated team's debugging Linux shell scripts for extending company-wide testing capabilities in production environment
- Benchmarked data storage modules to target system optimization efforts

SKILLS / LANGUAGES / TECHNOLOGIES

- Professional: Java, Bash Shell Scripting, Ansible, Docker Containers, Linux, Unix, HTML, CS, SQL, Gradle, XML, JSON, YAML, Mesos, Marathon, Git, TeamCity, JIRA, Selenium, FitNesse
- Proficient: C, C++, C#, Python, Go, PHP, Amazon Web Services, Virtual Machines, Windows, Qt, Bootstrap, Material Design, JavaFX, Apache HTTP Server
- Virtualization, Automation, Design Patterns, Object-Oriented Design, Machine Learning, Data Structures, Problem Solving, Agile Development, Research, Architecture, Distributed Systems

PROJECTS

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

EDUCATION

Blacksburg, VA　　　　**Virginia Polytechnic Institute and State University**　　　　**August 2013 – May 2016**
- B.S. in Computer Science, 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.