# Michael Metry – Software Engineer

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## Objective

I have completed my final year of Software Engineering at Ontario Tech University. My goals are to receive valuable and long-life experiences working with a software-based company. This would allow me to apply what I was taught in university and incorporate it into building and developing software products. Lastly, I am very confident in learning new concepts quickly and applying them to individually or group-based projects.

## Experience

**Camp GA | Counselor**                                                                    **June 2022 – August 2022**

- Engaged with children between 7-8 years of age with a variety of activities provided.
- Supervised children and provided a safe and friendly space.
- Demonstrated leadership, communication, and teamwork skills with co-workers.

**ASP Computers | Entry Volunteer**                                                **June 2016 – June 2018**

- Experienced working with hardware and software in building and configuring PCs.
- Handling customer service with the use of TeamViewer Application to resolve technical problems remotely.
- Developed an understanding of network configuration by incorporating with electronic devices

## Education

**Bachelor of Engineering (Hons.), Software Engineering**              **September 2019 – April 2023**

**Ontario Tech University | Oshawa, ON**

## Skills

Languages: Python, MySQL, HTML, CSS, Microsoft SQL, C/C++, PostgreSQL, JavaScript, Java, Flutter & Dart, PHP

Frameworks: Bootstrap, Tailwind CSS, React/React.js, Next.js, Confluent Kafka, Docker, Kubernetes, PyTest

Tools & Technologies: Android Studio, Google Cloud Platform, VS Code, Visual Studio IDE, Atom IDE, PyCharm IDE, Apache Spark, IntelliJ IDEA, Git/GitHub, Codeblocks IDE, Linux, Firebase, SOLIDWORKS, AutoCAD, Jupyter

## Licenses & Certifications

- Microsoft Certified: Security, Compliance, and Identity Fundamentals          **September 2023**
- Microsoft Certified: Azure Fundamentals                                                            **October 2023**

## Projects

**Capstone Smart Blinds System (Python, Android Studio, Java, C/C++, JSON, Firebase Database)**

- Designed using a mobile app to control lighting and temperature of a home.
- Arduino sensors were used to detect the level of light, temperature, and time values in a home.
- Incorporated Machine Learning libraries to let the blinds recognize and train data patterns to let the blinds automatically adjust, making your life effortless through user preferences.

**Video Game Website (HTML, CSS, JS, PHP, WAMPSERVER)**

- Incorporated the use of HTML, CSS, JS, PHP, and WAMPSERVER to design a web application game which involved avoiding obstacles falling from the sky and getting your character to the highest level possible
- The WAMPSERVER was used to record responses when users signs up on the website and leaving comments at the end of the game for possible improvements.