Michael Metry – Software Engineer

Markham, ON | (647)-937-4240 | LinkedIn | michaelmetry3@gmail.com

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**

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.