Michael Heffner

⦿ Philadelphia, Pennsylvania, United States ✉ michaelheffnercruz@gmail.com ▯ (267) 648-2137

in https://www.linkedin.com/in/michael-heffner-492013193/

SUMMARY

Adaptable recent college graduate with a Bachelor of Science in Computer Science, with a focus on Artificial Intelligence and Video Game Development and Production, with 1.5+ years of work experience. Designer and programmer of a multiple award winning game, Sons of Ra.

EXPERIENCE

Quality Assurance Analyst

HayGroup   March 2015 – September 2015, Philadelphia, PA

· Worked as part of the quality assurance team making sure that our products were up to their high standard.
· Oversaw quality of both web and mobile applications.
· Worked with the development team to find and fix issues.
· Managed the Quality Assurance JIRA agile development.

Research Engineer

Drexel University   March 2016 – September 2016, Philadelphia, PA

· Developed a visualization tool in Java to compare and analyze data points of various types.
· Wrote documentation on the project at graduate levels of detail and information.
· Worked in close relation with the teams and people that would be using the tool.

PROJECTS

Sons of Ra

· Developer and designer of multiple award winning game as part of a team.
· Have a multi disciplinary role through the entire process, being able to adapt and solve issues in many areas.
· Organized travels for the team when we would travel across the country to exhibit at expos and competitions.

EDUCATION

Bachelors in Computer Science with Artificial Intelligence and Game Development Concentration.

Drexel University · Philadelphia, PA · 2019

COURSEWORK

Artificial Intelligence

Computer Science · Information gathering
Trained various types of AI.

Software Verification and Validation

Computer Science · Attention to detail.
Wrote and fixed code that had bugs or safety concerns.

Software Engineering

Computer Science · Teamwork.
Coordinated code and documentation on class project.

Machine Learning

Computer Science · Problem Solving
Used MATLab to develop and train machine learning agents in various different ways.

SKILLS

Development Languages: .NET, C#, C++, Java, SQL, Python, Matlab, Unity3D, HTML, JavaScript

Languages: English, Spanish, German