

MICHAEL SWANSON

Jr. Software Engineer

SAN FRANCISCO, CA

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I AM A student seeking a software engineering internship for the summer of 2018.

**WORK
EXPERIENCE** **Jr. Data Analyst**
VSOLVIT LLC, VENTURA, CA

April 2017 – Present

- Team member for various corporate software projects. Front end developer for functional web apps for use in managing company databases.
- Design, build, and maintain web sites, using scripting languages, content creation tools, management tools, and digital media.
- Evaluate/ debug code to ensure that it is valid, is properly structured, meets industry standards and is compatible with browsers, devices, or operating systems.
- Recommend and implement performance improvements.
- Work as part of a project team to coordinate database development and determine project scope and limitations.
- Modify existing databases and database management systems and projects promptly within a limited timeframe.

Security/ Facilities

Eucharist, San Francisco, CA

January 2017 – Present

- Manage and facilitate setup and teardown of church hall, effectively instruct and delegate tasks.
- Monitor & authorize entrance and departure of visitors and other persons to guard against theft and maintain security to ensure a safe family friendly environment.

Visual Technician

Amador Valley High School, Pleasanton, CA

August 2016 – Present

- Plan, organize, and conduct rehearsal of 300+ students on drill, dance technique, and choreography. Accompany ensemble to competitions.
- Provide effective counseling within a fast-paced learning environment.

EDUCATION **B.S. Computer Science, m. Mathematics**
San Francisco State University, San Francisco
~May 2019

Association of Computing Machinery (ACM), SF HACKS Planning Committee,
SFSU Hacking Club

SKILLS Java, C++, JavaScript (JS), jQuery, Google Apps Script (GAS), HTML5,
CSS, CSS Grid, Python, PHP, Swift, Google Suite, Angular 2, Git

PROJECTS **Rapid.io Hackathon, July 2017**

Built and developed front end functionality for a web app that deals with control flow and automatic distribution and balancing of resources. Implemented through Rapid.io's prototype real time database platform.

Video Poker, April 2017

Java implementation of a poker game, demonstrates various data structures such as stacks and queues and algorithms concerning sorting and shuffling of objects. Wagering and payout system that tracks balances. Written for a data structures class.

Battleship!, September 2016

Java based emulation of the classic board game with CPU opponent.

PORTFOLIO **GitHub:** <https://github.com/Swabisan>
LinkedIn: <https://www.linkedin.com/in/swabisan>

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