

Michael Wisniewski

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Github.com/akaJengo

EDUCATION

Brock University, St. Catharines

2023

- B.Sc. (Hons) Computer Science
- Minor in Business
- Concentration in Artificial Intelligence

TECHNICAL SKILLS

Languages: Java SE 7+ (Advanced), Python 3.6+ (Advanced), C++ 14 (Functional)

Tools: Linux Ubuntu, GNU, GCC, Vscode, Javac, Python IDE 3.7, Git, Github, Jira, Anaconda

Libraries: Numpy, Pandas, Tensorflow, Sckit-learn, Matplotlib, Jupyter

PROJECTS

Traffic Simulator, github.com/TrafficGame

2022

- Implemented Java Design Patterns such as the factory, singleton, composite, and model view controller patterns based on the Oracle API.
- Created Java compilation instructions to build and run the application automatically with a command line script.
- Created functional classes to handle server capabilities using UDP Sockets to handle multiple connections of clients.

Regression, github.com/GP-4P82

2021

- Developed a regression-based genetic program application for breast cancer analysis, utilizing evolutionary algorithms to fit data and enable accurate extrapolation of information.
- Showcased expertise in data analysis, algorithm implementation, and statistical modeling during the creation of a regression-based genetic program application.

Open AI Gym, github.com/SlimeVolleyGym

2021

- Developed a machine learning application using OpenAI Gym, utilizing Proximal Policy Optimization (PPO) algorithm to train an AI agent to play a N64 volleyball game.
- Implemented PPO algorithms and fine-tuning hyperparameters to achieve optimal training results and enhance the AI agent's gameplay abilities.

ChessAI, github.com/ChessAI

2020

- Implemented Alpha Beta pruning where it can Min/Max each board possibility and move between the player and the AI.
- Used professional weights for each piece to assign accurate weights used by StockFish and AlphaZero.
- Used a primitive linked list to create a search tree using nodes to assign a board score from the Alpha Beta pruning and heuristic function.

RELEVANT WORK EXPERIENCE

Software Developer, Brock University

SEPT 2022 - APR 2023

- Lead a team of students in building a Niagara Museum Association app using Java, React and PHP in order to allow access to virtual tours.
- Worked in an agile environment with regular scum meetings utilizing Jira to track and update backlogs.
- Implemented a login Screen, modals and drawer behavior to allow easier access for customers to navigate the application.

Academic Mentor, Superprof

2022-PRESENT

- Taught Python, HTML/CSS, and Java to multiple students.
- Covered foundational concepts like syntax and object-oriented programming, as well as advanced topics such as gradient descent algorithms, PPO loss, and Open AI gym.
- Structured lessons and adapted teaching methods to meet the needs and skill levels of individual students.