Michael Bouvette

michael.bouvette7@gmail.com | 502.889.5731 San Diego, CA

EDUCATION

INDIANA UNIVERSITY

BS IN COMPUTER SCIENCE BS IN MATHEMATICS

Graduated May 2021 | Bloomington, IN Honors: Executive Dean's List '18, '20, '21 GPA: 3.72 / 4.0

SKILLS

TECHNICAL SKILLS

Profficent With:

AWS • Java • Python 3 • Go • C • JavaScript (ES6) Spring • React/Redux • SQL • Kotlin • R • Agile

SOFT SKILLS

Strong:

Leadership • Initiative • Focus • Resourcefulness Tenacity • Team-Oriented Mindset • Dedication

LINKS

Github:// bouvettem17
LinkedIn:// michaelbouvette
Portfolio:// michaelbouvette.com

STUDENT INVOLVEMENT

Undergraduate Instructor

Mathematics of Cybersecurity, Brief Survey of Calculus

- Taught in weekly laboratories and office hours
- Graded student assignments and exams

Hutton Honors Council Association

President

- Lead a group of twelve honors students in creating events for students
- Advised the Honors College on what was best for the students

Wakeboard and Waterski Team

Team Member

- Scheduled team events and activities for a group of 140 students
- Practiced and competed in wakeboarding tournaments across the Midwest

Professional Fortnite Player

- Ranked top 500 out of over 300 million players
- Streamed gameplay daily to ~300 people

WORK EXPERIENCE

AMAZON | Software Development Engineer

Sep 2022 - Present | Bloomington, IN

- Member of Inbound Predictions Network Balancing Team.
- Developed a unified portal for viewing predicted percentile distribution of Vendor Lead Times for all amazon POs
- Created web application to allow science team to be able to deploy weekly prediction models for lead time services

CREDERA | SOFTWARE ENGINEER

Jul 2021 - Aug 2022 | Denver, CO

- Worked as an Android mobile developer on a large scale project for NRG, the third largest energy provider in the US.
- Developed an online marketing platform to be used by Honda and Acura Dealerships across the US.
- Full Stack Developer Designed, developed and integrated software with tests utilizing React and Spring Boot.

UNIVERSITY OF HOUSTON | RESEARCH INTERN (REU)

June 2020 - Aug 2020 | Houston, TX (Remote)

- Conducted Research on autonomous car driving within the Computational Physiology Lab.
- Wrote an algorithm to smooth acceleration curves in autonomous cars to lower stress levels of driver.
- Awarded a top 3 position within the program for research.

TECHNICAL PROJECTS

SPOTIFY STORIES | WEBSITE, GITHUB

Current Project | Denver, CO

- Working on a webapp that utilizes Spotify's API, React, and Go to let users learn about their listening habits.
- Website currently shows top tracks listened to for the last month, six months, and since account creation.
- Future functionality will display stats about the music a user listens to using story-telling displays and animations.
- Will implement a back-end using Go which will store users' data to show them how their listening habits are changing over time.

MANAGING ACCELEROPHOBIA IN EMPATHETIC CARS | GITHUB

June 2020 - Aug 2020 | Houston, TX

- Worked alongside professor Ioannis Pavlidis and masters student Huynh Tung.
- Implemented a solution in Python3 which used linear interpolation to lessen the acceleration impact on the drivers based on when their stress levels exceeded a certain threshold.
- Awarded third best research project of the summer, voted on by the professors taking part in the research program.