# Michael Bouvette

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## 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
Proficent 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.