

Michael Sheng

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 <https://github.com/crystalline>

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Education

Georgia Institute of Technology

Current, B.S., Computer Science

Relevant Coursework: Data Structures & Algorithms, Discrete Math

Aug 2024 – Jun 2027 (Anticipated)

Atlanta, GA

GPA: ~ / 4.00

Central Washington University

Dual Enrollment

Relevant Coursework: Multivariable Calculus 1 & 2, Linear Algebra

Sep 2023 – Jun 2024

Sammamish, WA

GPA: 4.00 / 4.00

Experience & Projects

Student Researcher

Los Alamos National Laboratory

Remote • Jun 2023 – Oct 2023

- ▣ Collaborated with Li Tang at Los Alamos on vectorization of tensor-related operations in the Polybench benchmark suite and other algorithms using PyTorch and NumPy
- ▣ Improved efficiency by up to 10-20x for BFS traversal on 300k+ edge graphs, FDTD calculations, and Cholesky decompositions compared to traditional implementations. Created customizable test and benchmarking suites for all algorithms

JSTI West 2023

ORISE & Defense Threat Reduction Agency

Albuquerque, NM • Jun 2023

- ▣ Developed tracer advection modeling framework with student research group and mentor from Los Alamos National Laboratory
- ▣ Applied framework to build open-source proof-of-concept weather forecast tool
- ▣ Improved collaborative skills and project management in a research setting

Full-Stack Developer

Floracosm

Project • Jul 2023 – Present

- ▣ Created full-stack climate research crowdfunding website using React, Express, Microsoft SQL Server, Microsoft Azure, and Stripe
- ▣ Implemented custom JWT authentication system, email verification, REST API, and efficient data structures on server-side for handling web traffic and incoming user data
- ▣ Learned fundamentals of system design, responsive design, and production software

Framework Developer & Maintainer

Pixelterm

Project • Feb 2024 – Present

- ▣ Created and currently maintaining Python graphics rendering library for ANSI-based terminals
- ▣ Gained experience packaging projects, writing documentation, and developing maintainable code
- ▣ Implemented NumPy backend to maintain a manipulable and vectorized buffer of pixels, improving rendering efficiency by over 300%

Languages

Proficient: Python • Typescript/Javascript • Java • HTML

Technical Skills

Proficient: React • Git • Express.js • NumPy

Intermediate: PyTorch • Microsoft Azure • SQL Server • Stripe • Electron • Tensorflow.js

Interests

Web/Frontend Engineering • Deep Reinforcement Learning • Computer Vision • Graphic/UI/UX Design