

# Michael Wilson

I love to tackle complex problems using my knowledge in computer science, software engineering, and big data. My advanced degrees in social science bring a unique perspective in developing industry standard application while adhering to best practices.

3703 Roseland St, Apt 1,  
Houston TX, 77006

(281) 770-4552

[mwilson@electricjones.org](mailto:mwilson@electricjones.org)  
[electricjones.org](http://electricjones.org)

## WORK EXPERIENCE

### FBS Data Systems — Senior Software Engineer

FEBRUARY 2016 - PRESENT

- Lead several cross-functional teams in the product-oriented construction and deployment of new features
- Design, develop, and maintain complex data engineering systems using Agile principles
- Maintain and refactor legacy software
- Contribute to native apps and internal APIs
- Part of the DevOps and Deployment Team
- Part of the AI/ML Working group, Lead Image classification

### RavenFire Technology — Co-founder, C.E.O.

JUNE 2018 - PRESENT

- Lead product roadmap, company vision, and project management
- Design and develop embedded systems for the Internet of Things
- Design and develop backend services for digital games

### Darke Media Group — Co-founder, C.T.O.

AUGUST 2012 - FEBRUARY 2015

- Packaged and distributed digital ebooks in various formats
- Designed blu-ray style bonus features for digital books
- Created and maintained Content Management System

## EDUCATION

### Georgia Institute of Technology — *Master's of Computer Science*

2020 - PRESENT

I will begin fully online in the Fall 2020, specializing in Computing Systems and AI/ML. I will complete the program part-time.

### Various, Continuing Education — *Computer Science*

2018 - PRESENT

Cumulative GPA: 3.9

Education in Programming, Computer Architecture, and Advanced

## TECHNICAL SKILLS

### Programming Languages:

Rust, Java, C#, C/C++, PHP,  
Python, Ruby, Javascript,  
Bash

**Tools:** git, jetbrains, linux,  
bash, jira, docker, Linux,  
event-driven architecture,  
Kafka, CMS Systems, Angular,  
and Django

**Databases:** SQL and NoSQL  
proficiency: MySQL, Postgres,  
DB2, MongoDB, Redis, Neo4J

**Strong object-oriented**  
design including SOLID and  
design patterns

**TDD** design skills and current  
best practices

**Agile** and project  
management experience,  
roadmap development

## OTHER SKILLS

Strong written and oral  
communication

Experience in project  
management, planning, and  
development

Highly trained in areas of  
cultural research,  
communication, linguistics,  
and social data analysis

Mathematics from the University of Houston and San Jacinto Community College in preparation for Graduate Studies in Computer Science.

### **University of Houston — *Master's of Anthropology***

GRADUATED 2013

Cumulative GPA: 4.0

Research concerning human-computer interaction, digital culture, mediated fandom, and Medical Anthropology

### **Drury University — *Master's of Education***

GRADUATED 2008

Cumulative GPA: 3.6

Research focus on computer-mediated educational curriculum

### **Evangel University — *Bachelor's of Communication***

GRADUATED 2006

Cumulative GPA: 3.1

Emphasis on media production and emerging technology

## **RESEARCH AND TEACHING**

### **Mixed Reality and Simulation Lab — *Research Associate***

University of Houston, Computer Science Department

2017 - PRESENT

Conduct research concerning Augmented Reality, Virtual Reality, Simulation, and Human Computer Interaction.

- Software Development using Unity and from-scratch systems
- Design, implement, and analyze research experiments
- Co-author of several papers (see below)
- Assist in curriculum development for Game Design Certificate

### **Anthropology Department — *Teaching Assistant***

University of Houston

2011 - 2013

Lectured in Senior level courses and coordinated classroom activities. Maintained Web Portal

## **PUBLICATIONS**

Brian Holtkamp, Mohammed Alshair, Daniel Biediger, **Michael Wilson**, Chang Yun, and Kyungki Kim. 2019. **Enhancing subject matter assessments utilizing augmented reality and serious game techniques**. In Proceedings of the 14th International Conference on the Foundations of Digital Games (FDG '19). Association for Computing Machinery, New York, NY, USA, Article 46, 1–8.

DOI:<https://doi-org.ezproxy.lib.uh.edu/10.1145/3337722.3337743>

M. Alshiar, B. Holtkamp, D. Biediger, **M. Wilson**, C. Yun and K. Kim, "**SMACK: Subjective Measure of Applied Contextual Knowledge**," 2019 IEEE Games, Entertainment, Media Conference (GEM), New Haven, CT, USA, 2019, pp. 1–10.