

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.

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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

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 Mathematics from the University of Houston and San Jacinto Community

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

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.