Michael **Cao**

Software Engineer

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Programming

Procedural / Functional / Logical: C/C++; Assembly (8051,8052,64k,x86); Pascal (Delphi); R; Matlab;
Dataflow: SQL (TSQL,MySQL); PHP;
CLI: csh; bash;
Object-Oriented: C#; Java; Python;
Web: HTML/HTML5; CSS/CSS3; LESS; Javascript; CoffeeScript; TypeScript;
Technologies/Frameworks: JQuery; Bootstrap; Express; N-Tier;
Hardware: VHDL;

Education

University of British Columbia

British Columbia, Canada

B.A.Sc. in Computer Engineering · Specialization in Software Engineering

Sept. 2012 - Anticipated May. 2018

Work Experience

Saab Technologies Ltd.

British Columbia, Canada

Junior Software Engineer

May. 2015 - Sept. 2016

- Created and integrated starter development documents into media wiki, improving performance of new employees from 2 weeks to 2 days.
- Composed modular reports used by customers, leading to an overall customer satisfaction rating above 92%.
- Proposed algorithms used to solve automation and emailing of crucial maritime information.
- Analyzed performance by managing and reviewing time spent on programming tasks using JIRA, resulting in an increased performance of 20%.
- Applied software engineering techniques, such as modularity and use cases, improving the existing solid n-tier architecture product.

Computer for Schools

British Columbia, Canada

Computer Engineer Assistant

March 2012 - April. 2012

- Administered the distribution of refurbished computers resulting in 3,000 shipments and highest shipment of the year.
- Accomplished highest shipment mark in history of organization leading to over 1,000,000 computers shipped overall.
- Proposed communication line resulting in roughly 60 shipments being completed within 2 days.
- Completed inventory count ending with 158 laptops and 215 desktops counted in 30 minutes.

Technical Projects

Collaborative Decision Making Maritime Prototype

May. 2015 - Sept. 2016

- Analyzed customer needs, including overall port consumption, resulting in an efficient port emission and cost control solution.
- Applied software practices, such as agile methodology techniques, leading to a working prototype within 5 days.
- Facilitated daily scrums as scrum master, improving communication and allowing for concise meetings within a span of 15 minutes.
- Runner up to company hackathon for proposed product as a hot solution for efficient maritime business.

Image Processing Remote Control Pi Car

Mar. 2015 - Jun. 2015

- Lead a team of computer engineers using management applications, such as trello and slack, resulting in 2 additional software features implemented before deadline.
- Implemented algorithms solving communication between FPGA and raspberry pi, leading to successful GPIO data communication.
- Optimized bit transfer rate through advanced communication implementations, resulting in a speed increase of 6 frames per second.
- Demonstrated iterative testing cycles, reducing risk of wasted time and feature creep.

Wheel of Lunch Github Contribution

Nov. 2014 - Dec. 2014

- Collaborated on a RESTful web application aimed at implementing a front-end click and drag on wheel enhancement.
- Demonstrated complex problem solving skills, such as debugging and abstract modeling, leading to 3 bug fixes and 2 extra enhancements within 2 weeks.
- Executed self-taught knowledge of HTML5, CSS, and Javascript, leading to a fully operational system as an end result.
- Pull request successfully accepted and now shown on main website and Github repository.

Interests

Badminton, Piano, Karate, Kickboxing, Pokemon, E-Sports, Software Quality, Software Reuse, Self Adaptive Systems, Hot Programming Languages, Cloud Computing, Software Maintenance, Neural Networks, Computer Vision