MICHAEL GEROW

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Education

• University of Southern California—Los Angeles, CA

Majoring in Computer Engineering and Computer Science

- University GPA: 3.4, Major GPA: 3.8

- Presidential Scholar

Projected Graduation Date: May, 2014

• Bishop Kelley High School—Tulsa, OK

- GPA unweighted: 3.7, GPA weighted: 4.2

- Graduation Date: May, 2010

Skills

• Languages: C, C++, Java, Python, Verilog, Languages: C, C++, Languages: C, C++,

- Libraries/Frameworks: OpenGL, ROS (Robot Operating System), OpenCV
- Systems/Tools: Linux and Unix variants (Debian, Ubuntu, Solaris), OSX, Windows 2000/XP/Vista/7, SVN, Git, Eclipse, Active Directory, Trixbox (Asterisk based PBX), Apache, Unity

Experience

• Nelson Auto Group—Tulsa, OK

Information Technology Intern May 2011-August 2011, December 2011-January 2012

- Created a system to effectively and efficiently keep copies of all physical media needed for the company's computer and technical systems.
- Created a system to allow managers to easily access recorded calls through a web interface using PHP to access Asterisk servers.
- Christ the King Parish—Tulsa, OK *Maintainance: March* 2008–August 2010

Relevant coursework

- Compuer Science 200—Object-Oriented Programming
- Computer Science 480—Computer Graphics
- Electrical Engineering 201—Introduction to Digital Circuits
- *In Progress:* Electrical Engineering 357—Computer Architecture
- *In Progress:* Computer Science 201—Software Development

Interests

- Game Development: Currently working on a project to create a 2d game engine in Java using OpenGL. Hope to eventually use the engine to make some kind of Metroid inspired platformer. Also working with a team of four other people on a project to create a real time strategy game using the Unity game engine.
- **Typesetting:** Working on an application called Baseline which is intended to allow more people to take advantage of the power of LaTeX without needing to learn all the markup.
- Amateur Radio: A federally licensed amateur radio operator.

Achievements

- National Merit Scholar.
- Created a factory simulation with a team of 18 people for a class project.