

MICHAEL GEROW

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Education

- **University of Southern California**—Los Angeles, CA
Majoring in Computer Engineering and Computer Science
 - University GPA: 3.52, Major GPA: 4.0
 - Presidential Scholar
 - Projected Graduation Date: May, 2014
- **Bishop Kelley High School**—Tulsa, OK
 - GPA unweighted: 3.65, GPA weighted: 4.23
 - Graduation Date: May, 2010

Relevant coursework

- **Computer 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

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

Skills

- **Languages:** C, C++, Java, Python, Verilog, L^AT_EX, Unix Shell Scripting, PHP, SQL
- **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

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 L^AT_EX without needing to learn all the markup.

Achievements

- National Merit Scholar.
- Created a factory simulation with a team of 18 people for a class project.
- Head of Bishop Kelley High School robotics electrical/software team during 2010.