Michael Alberda

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# Education

## B.S. Computer Science | May 2023 | Boise State University

## B.S. Mathematics – Computation Option | May 2021 | university of idaho

- Computer Science

# Experience

## Software Intern | Tap Network LLC | January 2022 - Ongoing

* Collaborate with developers and other interns to create documentation for existing codebase.

## Grader | Dr. Ralph Neuhaus | September 2019 – September 2020

* Grade and correct all homework and deliver on time to the professor.

## Head Lifeguard | Treasure Valley YMCA | June 2016 – September 2017

* Cooperate with other lifeguards and staff to maintain a clean and safe place of business, and engage with patrons to encourage a happy and healthy YMCA.

# Skills & Abilities

## Proficient Programming Languages

* C, C#, C++, Java

## Relevant Skills

* Scrum and Agile Development, Linux

## Familiar Programming Skills

* TypeScript, JavaScript, HTML, Python, Unity

# Projects

## Reduction of States in a Finite Automaton - C - <https://github.com/malberda/cs385finalproject>

### An adaptable demonstration of the concept of reducing states in a finite automaton.

## Optimal Binary Search Tree - JavaScript - <https://github.com/malberda/project-395>

### A web page demonstrating the creation and maintenance of an optimal binary search tree

## School Database Manipulation - SQL - <https://github.com/malberda/BSU-HU-CS-310-Final-Project>

### A school database system emulating a real school

## Data Structures Bioinformatics - Java - <https://github.com/malberda/BTree-BIOINFORMATICS>

### A B-Tree that stores and performs operations on a series of excerpts on the human genome. this project implements a cache in order to speed up processing while searching the genome for frequencies of specific substrings