

# Michael Genson

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## EDUCATION

### University of Wisconsin – Madison

*Bachelor of Science in Computer Science, Certificate in Game Design*

Madison, WI

*Aug. 2021 – Aug. 2023*

## TECHNICAL PROJECTS

### Parallel Merge Sort

*C, University Project*

*April 2023*

- Using threads wrote a parallelized implementation of Merge Sort
- Applied concurrency knowledge to properly sort large sets of 100-byte records in parallel
- Made use of multi-core processor abilities and concurrency theory for sorting performance

### Stride Scheduling for xv6 Operating System

*C, xv6, University Project*

*March 2023*

- Worked in a large unfamiliar code base to improve the OS process scheduler
- Re-worked an entire part of the OS from Round Robin to Lottery Scheduling for fairness
- Utilized debugging and testing skills for proper implementation

### AstroScape

*C#, Unity, Passion Project*

*July 2022*

- Created a 2D, Top-Down, Time Survival Game with player dash abilities to enhance gameplay
- Applied Unity's Event System and Scriptable Objects for clean and efficient programming
- Explored my passion for programming in an entirely new setting and application

### StarShip Delivery Service

*Java, JavaFX, University Project*

*April 2022*

- Developed an interactable program that calculates the shortest path and estimated delivery time for a StarShip Delivery robot around the UW-Madison campus
- Applied knowledge about data structures, clean coding, and Dijkstra's shortest path algorithm
- Programmed back-end logic integrating structures defined by other team members
- Navigated conflict by utilizing essential soft skills to resolve ongoing team member disputes

## EXPERIENCE

### Receiving Associate / Dishwasher

*Exact Sciences*

*April 2024 – Present*

*Madison, WI*

- Work with vendors to accept culinary deliveries, inspect shipments, and store goods properly
- Created a better logistical system for the storage and organization of dishes
- Optimized the dish washing process by analyzing and identifying bottlenecks

### Assistant Food Service Leader

*Kwik Trip*

*Dec. 2019 – June 2022*

*Middleton, WI*

- Enhanced the store in many areas, including supporting front end demands and customer needs
- Utilized communication skills to effectively interact with customers and team members
- Managed and organized kitchen orders, including meeting sales goals on special items

## SKILLS & INTERESTS

**Languages:** C/C#/C++, Java, ASM, Bash, JavaScript, HTML/CSS, Python, SQL

**Frameworks:** .NET, Junit, JavaFX, JavaSwing, Node.js, OpenGL, WebGL, Unity, Unreal Engine

**Developer Tools:** GitHub, Visual Studio Code, Vim, Emacs, GDB, Google Cloud Platform

**Top Courses:** Algorithms, Operating Systems, Compilers, Data Structures, and Parallel & Throughput-Opt Pro

**Interests:** Problem Solving, Technology, Sustainable Living and Hiking