Michael Genson

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EDUCATION

University of Wisconsin – Madison	Madison, WI
B.S. in Computer Science, Certificate in Game Design	*Aug. 2021 – Aug. 2023*
University of Wisconsin – Madison	Madison, WI
B.S. Aerospace Engineering, No degree	*Aug. 2017 – Dec. 2019*
University of Wisconsin – Oshkosh	Oshkosh, WI
Pre-Engineering	*Aug. 2015 – May 2017*

EXPERIENCE

Assistant Food Service Leader   *Dec. 2019 – May 2022*

Kwik Trip   Middleton, WI

- Communicate with managers to set up campus computers used on campus
- Assess and troubleshoot computer problems brought by students, faculty and staff
- Maintain upkeep of computers, classroom equipment, and 200 printers across campus

Doit Level 1 Help Desk Specialist   *Aug. 2017 – Sept. 2017*

University of Wisconsin - Madison   Madison, WI
- Communicate with managers to set up campus computers used on campus
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- Maintain upkeep of computers, classroom equipment, and 200 printers across campus

Shift Lead   *May 2014 – Aug. 2015*

Firehouse Subs   Madison, WI
- Communicate with managers to set up campus computers used on campus
- Assess and troubleshoot computer problems brought by students, faculty and staff
- Maintain upkeep of computers, classroom equipment, and 200 printers across campus

PROJECTS

Drag Me Out | *Unity, C#, XR Interaction Toolkit, Individual University Project*   *August 2023*

- Developed a VR Horror Game in Unity optimized for the Quest 2
- Implemented unique player movement and dynamic sounds
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AstroScape | *Unity, C#, Passion Project*

- Developed a VR Horror Game in Unity optimized for the Quest 2
- Implemented unique player movement and dynamic sounds
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TECHNICAL SKILLS

Languages: C/C#/C++, Java, Python, JavaScript, HTML/CSS,
Frameworks: Unity, Node.js, Unreal Engine, Junit
Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse
Libraries: pandas, NumPy, Matplotlib