

Michael Genson

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EDUCATION

University of Wisconsin – Madison

B.S. in Computer Science, Certificate in Game Design

Madison, WI

Aug. 2017 – Aug. 2023

TECHNICAL PROJECTS

Drag Me Out

August 2023

Unity, C#, University Project

- Developed a VR Horror Game in Unity with system performance optimized for the Quest 2.
- Implemented unique player movement and dynamic sounds for more immersive gameplay.
- Focused on problem solving for player immersion and user accessibility to create a better VR player experience based on current VR technological access.

Stride Scheduling for xv6 Operating System

March 2023

xv6, C, University Project

- Worked in a large unfamiliar code system 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 properly implementation.

Red-Black Tree

March 2022

Java, University Project

- Wrote a recursive implementation of a Self-Balancing Binary Search Tree in java.
- Utilized Junit test strategies to properly build this structure.
- Used the natural recursive nature of Trees for a more easily understood and streamlined implementation.

AstroScape

July 2022 – Aug. 2022

Unity, C#, Passion Project

- 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 making games and my ability to dive into something challenging.

EXPERIENCE

Assistant Food Service Leader

Dec. 2019 – June 2022

Kwik Trip

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.
- Trained kitchen personnel on food safety, kitchen prep, and overall etiquette.

Hardware Support Specialist

May 2017 – Aug. 2017

Menards

Madison, WI

- Provided exceptional customer assistance with advice, item location, and orders.
- Stocked and organized freight for ideal customer access.

SKILLS & INTERESTS

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

Frameworks: Unity, Unreal Engine, Junit, Node.js, Twine, OpenGL, WebGL

Developer Tools: Git, Blender, Trello, Google Cloud Platform, VS Code, Visual Studio, Vim, Emacs, Eclipse, GDD

Top Courses: Algorithms, Game Design II, Virtual Reality, Computer Graphics, Operating Systems, and Data Structures

Interests: Competitive Gaming, Sustainable Living, and Hiking