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 – June 2022*
Kwik Trip — Middleton, WI
- Took initiative in seeking opportunities to enhance the store in many areas
- Increased communication skills to effectively interact with customers and team members
- Utilized problem solving skills to overcome challenges and implement meaningful solutions
- Developed the ability to work collaboratively and independently

Hardware Support Specialist — *May 2017 – Aug. 2017*
Menards — Madison, WI
- Provided guest assistance with advice, item location, and orders
- Stocked and organized freight for easy access to guests

Shift Lead — *May 2014 – Aug. 2015*
Firehouse Subs — Madison, WI
- Extensive experience working with and leading a team in a fast-pasted environment
- Strengthened internal motivation to meet and exceed expectations
- Developed conflict resolution skills to ensure customer satisfaction

PROJECTS

Drag Me Out | *Unity, C#, Individual University Project* — *August 2023*
- 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
- Utilized my knowledge in mathematics and physics to create a physics-based game

AstroScape | *Unity, C#, Passion Project* — *July 2022 – Aug. 2022*
- Created a 2D, Top-Down, Time Survival Game with player dash abilities to enhance gameplay
- Designed follower companions to support gameplay and player choices/interactions
- Explored my passion for making games and my ability to dive into something challenging

Stride Scheduling for xv6 Operating System | xv6, *C, University Project* — *March 2023*
- 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 performance
- Utilized debugging and testing skills to properly implement this change

TECHNICAL SKILLS

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