Michael Genson

608-712-0953 | mgenson980@gmail.com | linkedin.com/in/gensonm | mgenson980.github.io/github-portfolio/ | Middleton, WI

EDUCATION

University of Wisconsin – Madison — Madison, WI
B.S. in Computer Science, Certificate in Game Design — *Aug. 2017 – Aug. 2023*

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

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

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
- Utilized my knowledge in mathematics and physics to create a physics-based game

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

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 performance
- Utilized debugging and testing skills for properly implementation

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
Interests: Competitive Gamer, Art Enthusiast, and Sustainable Living