Hello!

My name is Michael. I received my BSEE from USC's Viterbi School in 2010 where I studied digital audio and acoustics with Chris Kyriakakis and other disciplines like op-amps and analogue circuit design. I spent 7 years as an Electronics Engineer writing bare-metal embedded C for video processors and ARM microcontrollers, responsible for full-stack development, from market research, to R&D, to back-end DSP and feature implementation, to front-end user interface design. I then worked as a Solutions Engineer with high-value customers to construct custom Enterprise software solutions.

I have experience with python, perl, ruby, html, xml, css, js, json, java, chrome extensions, android apps, and other tech on various personal projects. I am very detail oriented and I learn fast.

I have been hooked on Blizzard games since I was a child, starting with Diablo in 1996. I have spent more hours playing Diablo II and LoD than all other games combined. I also greatly enjoyed Diablo III, Starcraft and Brood War, Starcraft II, Hearthstone, and Overwatch. I am currently enjoying Space Engineers and Rust, and replaying the SCII campaign.

It has been a joy to witness Esports blossom with the success of studios like Blizzard and people like Sean Plott. I truly would not be the man I am today without exposure to gaming at a young age, and I want more people to have that opportunity. This is why I belong in the gaming industry. Blizzard seems like a great team, and a good fit for me. My passion and experience will be assets to you. Please contact me for an interview.

Thanks for your consideration,
Mike