# Michael Bentz

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### Education

## **Bachelor of Science in Computer Science Engineering**

Dec. 2016

**Site**: micbentz.github.io

University of Florida | Gainesville, FL | GPA 3.07

**Relevant Courses** | Data Structures & Algorithms, Object-Oriented Programming, Operating Systems, Professional Communication for Engineers, Web Development

# **Projects**

## Mobile Game (Shape Shift), Android (Java)

May 2016 - Present

- Designer, developer, tester
- Published arcade game to Google Play Store
- Created framework to support different screen sizes and hardware specifications
- Maintaining code and publishing updates to address user feedback
- Supported on over 90% of Android devices

### RPG, COP3530: Object Oriented Programming (Java)

Jan. 2015 - April 2016

- Designer, developer, tester, GitHub scrum master
- Designed game framework for switching between states and rendering
- Work on 9 person teams applying OOP in analysis, design and implementation

### **Application Developer**, *IPPD: Siemens Energy, Inc. (C#)*

Aug. 2015 – April 2016

- Developer and tester
- Worked on a multi-discipline team to improve Siemens' current method of performing turbine inspections
- Communicated with liaison engineer to address company expectations
- Developed native windows application to record and track the progress of inspections

#### **Skills**

Systems: Mac, PC, Linux

**Programming:** Proficiency in Java, familiarity in C++
Wiscellaneous: Version Control, Microsoft Office

**Languages:** English, German

#### Leadership

#### President, Gator Salsa Club

March 2015 – April 2016

- Arranged extravaganza with workshops, socials, competitions and performances, having more than 250 in attendance
- Directed weekly meetings with executive board in organizing upcoming events, allocating the budget, and addressing issues
- Oversaw weekly classes and coordinate activities with members