MICHAEL ARGO

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PROFESSIONAL SUMMARY

Graduating from University of Maryland in 2014, I have had the opportunity to intern twice at Firaxis games in 2010 and 2011. During my senior year, I had the opportunity to work as a software engineer intern for General Dynamics Advanced Information Systems. After graduating I immediately began to work for Hewlett-Packard Enterprise as a technical consultant. In 2017 I began working for ALKU as software engineer subcontracting for Northrop Grumman. The majority of my experience has been in a software development role and I hope to continue operating in the same field in the future. I am currently attending George Mason University while working at ALKU in order to obtain a second bachelors' degree in Computer Game Design.

EDUCATION

UNIVERSITY OF MARYLAND COLLEGE PARK   College Park, MD
Bachelor of Science in Computer Science   August 2010 – May 2014
GEORGE MASON UNIVERSITY
Bachelor of Arts in Computer Game Design   August 2016 - Dec 2018 (expected)

EXPERIENCE

ALKU GOVERNMENT SOLUTIONS - (SUB-NORTHROP GRUMMAN)   Fairfax, VA
Software Engineer   June 17 - Present
- Front end web development utilizing NodeJS framework.
- Implementation of new software into development and production environments
- Amazon Web Services development including elasticsearch, cloudformation, and autoscaling

VIRGINIA SERIOUS GAMES INSTITUTE   Fairfax, VA
Quality Assurance Intern   June 17 - Sep 17
- Located bugs in game builds across multiple resident companies
- Utilized Jira software to track bugs across game builds

HEWLETT-PACKARD ENTERPRISE   Herndon, VA
Technical Consultant II   June 14 - May 17
- Install, configure, and utilize multiple HPE products (HPE Cloud Service Automation, HPE IT Business Analytics, HPE Operations Orchestration) for development and proof of concept environments.
- Test installs for functionality and integration with existing systems.
- Coordinate with customers about the desired use of HPE tools in their existing systems.

GENERAL DYNAMICS ADVANCED INFORMATION SYSTEMS   Columbia, MD
Software Engineer-Intern   May 13 – February 14
- Software developer and tester as part of Agile software development team.
- Developed in Java and created web service calls to retrieve information for *Appsymphony* workflow environment.
- Designed and developed workflow integrating multiple data sources for internal demonstration using *Appsymphony*.

FIRAXIS GAMES   Hunt Valley, MD
Quality Assurance Tester Intern   May 2011 – August 2011
                                                                               May 2010 – August 2010
- X-Com: Enemy Unknown
- Sid Meier's Civilization V
- Worked as part of a development team in the quality assurance department.
- Recorded and tracked bugs across multiple game builds.

ADDITIONAL INFORMATION

PROGRAMMING LANGUAGES : Proficient in Java, C, C#, OCaml, Python, Ruby, Javascript, C++, MongoDB, PostgreSQL, SQL
SOFTWARE : Unreal Engine 4, 3DS Max, Unity, Adobe Cloud Suite, Microsoft Office Suite, Jira, Agilecraft, Git, Subversion
CLEARANCES : DoD Security Clearance - Secret