

# Michael Boling

📍 Springfield, MO | ✉ michaelboling30@gmail.com | 📞 (417) 719-2228 | 🌐 michaelboling.com  
in linkedin.com/in/michaelboling1 | 🐙 github.com/michaelboling777

## Education

**Missouri State University**, Bachelor of Science in Computer Science Aug 2021 – May 2024  
Minor in Mathematics Springfield, MO  
• Cumulative GPA: 3.58/4.0 | Honors: Cum Laude, Dean's List (4 semesters)

## Skills

- Programming Languages & Frameworks: C, C++, C#, Java, JavaScript, Python, SQL, Spring Boot, React, REST APIs.
- Front-End & UI Design: HTML, CSS, Bootstrap, Tailwind CSS.
- Database, Tools & Platforms: MSSQL Server, MySQL, PostgreSQL, Selenium, Visual Studio Code, Visual Studio, Maven, Git/GitHub, Linux (Ubuntu, WSL), Windows.

## Project Experience

**Web Development - Personal Portfolio Website** Jan 2025  
• Developed a responsive portfolio website using React.js and Tailwind CSS, featuring an interactive algorithm visualization system for searching and pathfinding algorithms.  
• Implemented UI components with CSS3 animations and client-side form validation to enhance user experience.  
• Optimized performance across devices while maintaining smooth animations and fast load times.  
• Live Site: <https://michaelboling.com> | Code Repo: [github.com/michaelboling777/Michael\\_PortfolioWebsite](https://github.com/michaelboling777/Michael_PortfolioWebsite)

**Web Development - Login Project** Mar 2024 – Apr 2024  
• Planned and led development of a Spring Boot login web application, integrating front-end technologies and ensuring functionality and quality through structured testing.  
• Implemented MySQL integration with Spring Data JPA for secure user authentication and role-based access control.  
• Optimized the system to process 1,000 simultaneous login requests, including 500 valid and 500 invalid, with 100% precision and minimal latency during a 10-second ramp-up.  
• Tested 50 input scenarios, ensuring web server accuracy, response times within 1-2ms, and security.  
• Code Repo: [github.com/michaelboling777/loginDemo](https://github.com/michaelboling777/loginDemo)

**Software Engineering - Custom Game Engine and Editor** Aug 2023 – Dec 2023  
• Created a 2D game engine and editor as part of a team using Object-Oriented Programming principles, integrating art, terrain, characters, and collision detection, while learning new game development techniques.  
• Coordinated project management for 5 scrolling backgrounds, adding features to enhance system architecture and gameplay.  
• Designed a system with default 12-frame animations for 2D game characters, including idle, running, and jumping, customizable for different visuals and actions.  
• Created a grid system that adapts to screen sizes, supporting over 1,000 grid cells, achieving efficient element placement and smooth performance.  
• Demo: [youtu.be/ehZ1Ivxbd8U](https://youtu.be/ehZ1Ivxbd8U) | Code Repo: [github.com/michaelboling777/450proj](https://github.com/michaelboling777/450proj)

## Work History

**Delivery Driver**, Domino's – Nixa, MO Oct 2018 – Aug 2022  
• Developed strong communication and customer service skills while maintaining high academic performance as a working college student.