Michael Boling

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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.
- Database, Tools & Platforms: MSSQL Server, MySQL, PostgreSQL, Selenium, Visual Studio Code, Visual Studio, Maven, Git/GitHub, Linux (Ubuntu, WSL), Windows.

Project Experience

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: `https://bit.ly/loginDemoRepo` | Details: `https://bit.ly/loginDemo_GoogleSites`

Software Engineering - Custom Game Engine and Editor — Aug 2023 – Dec 2023
- Developed 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: `https://bit.ly/engineDemoYoutube` | Code Repo: `https://bit.ly/GitHubRepo1`

Software Development - Bank Simulation Project — Mar 2022 – May 2022
- Created and led the building and development of a C++ bank simulation, collaborating with others to optimize accuracy and reliability for 10+ customer events.
- Leveraged real customer data with service times of 5 minutes (3 minutes for one), ensuring 100% accuracy in event processing.
- Established collaboration with a team of 3, leading discussions to streamline workflows and improve processing efficiency.
- Facilitated collaboration as a developer through Git version control and documentation, improving workflow.
- Code Repo: `https://github.com/michaelboling777/Data-Structures-Proj`

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.