Michael J. Burke

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EDUCATION

University of Notre Dame   Notre Dame, IN – May 2018
Bachelor of Science
Major: Computer Science   Cumulative GPA: 3.14

LANGUAGES

Most Proficient: C++, C, JavaScript, HTML, CSS; *Working Proficiency*: Python, Bash, Java, SQL

EXPERIENCE

MoreSteam E-commerce   **2017**
Software Engineer Intern   *Summer 2017*
- Worked on a team that designed, developed, and deployed a web based internal support manager for MoreSteam engineers to manage support tickets, site errors, and customer inquiries.
- Collaborated daily with the e-Learning team that managed every online course MoreSteam offers
- Assisted in the team's total UI transformation of MoreSteam's online courses
- Redesigned and deployed a discussion forum for MoreSteam customers where they can discuss topics regarding their course training

Angie's List   **2016**
Software Engineer Intern   *Summer 2016*
- Created Java unit tests for the functionality of the member and service provider websites' of Angie's List using Selenium WebDriver and Cucumber
- Collaborated daily with the QA Scrum Team completing two-week sprints and deploying new testing environments
- Developed a lottery sweepstakes project involving implementations of social connections and user game-ification to provide an addictive aspect to the Angie's List User Experience

Xtern: Tech internship Experience   **Summer 2016**
- Partook in a 10-week intensive internship program where high performing technical students are paired with Indianapolis tech companies. The program is Industry informed and works to fill the gap between an undergrad degree and skills needed for a career in the fast paced tech industry
- Participated in personal and professional development and gained exposure to the Indy Tech Community

Design and Analysis of Algorithms   **2017**
Undergraduate Teaching Assistant   *Fall 2017*
- Worked with professor and graduate TAs by grading assignments and exams
- Held select hours to assist students with homework and mastering the course materials

PROJECTS

Terminal Messaging System   **Fall 2016**
- Created a command line based messaging system over a single wifi network
- Implemented message log system utilizing hash tables in C++ designed for quick lookup
- Developed a reliable server within the python framework to quickly send and receive messages over the network

AI Chess Program   **Spring 2016**
- Created a command line based chess game pitting the user against a CPU opponent
- Mastered the concepts of Object Oriented Programming with C++ using multiple classes implementations via composition and inheritance
- Designed an AI algorithm from scratch based off of chess pieces' points and recursively predicting the opponent's next two moves

INTERESTS

Notre Dame and LSU Sports | Cryptocurrencies | Web Dev | Cooking | Freedom | Fitness | Personal Growth | Running