MICHAEL J. BURKE

Current Address:
University of Notre Dame
1444 South Bend Avenue
Notre Dame, IN 46617

mburke18@nd.edu
985.237.0329 (cell)

Permanent Address:
320 Rosedown Way
Mandeville, LA 70471

EDUCATION

UNIVERSITY OF NOTRE DAME — Notre Dame, IN
Bachelor of Science in Computer Science GPA - 3.1/4.0 — May 2018

COURSE WORK

C, C++ Programming; Unix for Engineers; Logic Design & Circuits; Discrete Math; Probability & Statistics; Computer Architecture; Theory of Computing; Data Structures

SKILLS

Proficient: C, C++; Working Knowledge: Java, Python, Bash MATLAB; Familiar: JavaScript, Verilog, HTML, CSS

EXPERIENCE

ANGIE'S LIST — Indianapolis, IN
QA Automation Engineering Intern — May – August 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

PROJECTS

AI CHESS ALGORITHM — 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

POCKET TANKS ARTILLERY GAME — Fall 2015

- Coded a multiplayer tank shooting game in C programming mimicking the popular app "Pocket Tanks"
- Utilized structs and arrays to design various game terrains, weapons, and physics for the gameplay

LEADERSHIP

DUNCAN HALL — Notre Dame, IN
Dorm Social Media Commissioner — Spring 2015 – Present

- Promoted Duncan Hall's social, athletic and academic events through social media
- Operated daily social media accounts and networked with the dorm's alumni