

MICHAEL FERRARA

FULL STACK DEVELOPER

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Portfolio: michaelferrara.herokuapp.com

CONTACT INFORMATION

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SKILLS

Programming / Web

HTML • CSS • JavaScript • NodeJS • ReactJS
AngularJS • Python • Flask • XModule
AWS • MySQL • FuelPHP • Java • C • C# • C++

Design

Unity (2D/3D/VR) • Photoshop • Illustrator
Figma

HONORS & MEMBERSHIPS

UCF Silver Pegasus Award
Academic Scholarship

Burnett Honors College

UCF Dean's List

UCF President's List (4.0 GPA)

Florida Bright Futures Academic Scholars
Award

Major League Hacking 2017-present

Highschool STEAM Diploma

EMPLOYMENT HISTORY

Techranger - Web App Developer

The University of Central Florida

Center for Distributed Learning (2020 - Present)

Select apprenticeship providing web application development for the University of Central Florida and course development support for faculty. Developing unique and maintaining existing, educational, and accessible widgets using Angular, PHP, and React for UCF's in-house, open-source learning platform, Materia. Currently converting the entire platform from PHP/Angular to ReactJS.

Software Engineer Intern

The Thales Group, Melbourne FL (2017)

Reported to the Director of Software Development; assisted the team developing airline, in-flight entertainment systems. Worked with developers and designers to create documentation laying out the exact design and structure of the entertainment systems. Created three separate sets of documentation for Air Canada, Royal Air Maroc, and JetBlue's seatback entertainment system.

PROJECTS

DNA Sequencer Widget

Designed and developed application to be added to UCF's collection of learning widgets, Materia, to provide medical school students the ability to practice sequencing DNA reads. Created the application with React.js and PHP using UCF's Materia widget development kit.

Webcourses Custom Dashboard

Created planner/calendar application that auto-populates with assignments and exams from Webcourses (Canvas), while also allowing users to add custom events all in one view. Created the application using VueJS, Flask, SQLAlchemy, and the Techranger's Canvas API.

The Court of the Crimson King

Developed 2D turnbased RPG with procedurally generated dungeons. Managed three person team assigning roles and responsibilities. Lead bi-weekly meetings to ensure goals were achieved in accordance with established timeline. Constructed procedural dungeon generator as well as save, data, quest/dialogue, and UI managers. Created application using C# in Unity.

QRoom

Built an application for hearing impaired students to text questions to professors during live lectures. Questions are displayed on the website dashboard in real time. Worked on receiving texts using fonestorm API, ngrok, and NodeJS.

EDUCATION

University of Central Florida
BS in Computer Science,
2017-2021
3.7 GPA