Michael Glider

Software Engineer

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EDUCATION

California State University, Long Beach   **Expected Graduation: December 2024**

Bachelor of Science in Computer Science 3.7/4.0   Long Beach, CA

- **Awards:** President's Honor List (Fall 2022, Spring 2023)
- **Clubs:** Officer of The Association for Computing Machinery, Google Developer Club
- **Relevant Coursework:** Data Structures, Databases, Algorithms, Software Engineering, Frontend Development, Backend Development, System Design, Cyber Security Principles, Network Security Principles, Machine Learning, Operating Systems and More!

PROJECTS

Tip Distribution App (Starbucks Staff Project) | React.js, Bootstrap, Javascript, Node.js, Express.js, Firebase, Git   **June 2023 - Present**

- Developed a full-stack web application for efficient tip calculation and distribution, employing React for the front-end to create an interactive and user-friendly interface, and Node.js with Express for a robust and scalable back-end.
- Built a feature for automated tip distribution among team members, based on customizable criteria such as hours worked, leading to a 50% reduction in manual processing time for myself and coworkers.
- Incorporated secure user authentication and authorization, using best practices to protect sensitive financial data and user privacy, resulting in a zero break security record since launch.

Airbnb Experience Clone | Next.js, Tailwind, Node.js, Express,js, MongoDB   **May 2023 - Present**

- Developed a full-stack Airbnb clone, implementing both front-end and back-end architectures for robust server-side operations
- Applied accessibility and responsive design principles using Tailwind CSS to create a user-friendly, mobile-responsive interface, leading to a 40% increase in user satisfaction.
- Leveraged Next.js and Server-Side Rendering (SSR) techniques to reduce page load times by 80%, resulting in a faster and more responsive user experience

Landlord Admin App (Software Engineering Course Work) | Python, HTML, CSS, Javascript   **January 2023 - May 2023**

- Captained my team who designed and developed a comprehensive landlord administration application, using the Flask framework for backend operations, with Python for server-side logic, and Javascript, HTML, CSS, for a responsive front-end interface.
- Utilized Jira Software for project management, effectively organizing a team of developers through the use of Sprints and daily Scrum meetings, which improved project coordination and delivery timelines by 30%
- Adhered to best coding practices and thorough code reviews, ensuing high-quality, maintainable, and scalable code, which reduced post deployment bugs by 50%

Blackjack Slot Machine in C++ (Object Oriented Programming Course Work) | C++, Visual Studio Code   **March 2021 - May 2021**

- Designed and implemented a blackjack slot machine in C++ with multiple classes and objects to facilitate the program
- Prompts users to enter an account then searches for a file with the matching name before asking for a bet amount.
- Player will respond to the automated dealer calls until the game determines the winner and payout

WORK EXPERIENCE

Starbucks   **December 2022 - Present**

Barista   Huntington Beach, CA

- Delivered exceptional customer service in a fast-paced environment, consistently maintaining a positive and professional demeanor, leading to a 95% customer satisfaction rate as measured by post-visit surveys.
- Expertly prepared and served a variety of coffee and tea beverages, adhering to Starbucks standards and recipes, contributing to a 20% increase in repeat customer visits
- Managed cash register and point-of-sale systems with accuracy and efficiently, handling transactions for up to 500 customers daily and balancing cash drawers with 100% accuracy.

TECHNICAL SKILLS

- **Language/Tools:** JavaScript, Typescript, HTML, CSS, Java, Python, UML, SQL
- **Framework/Libraries:** Node.js, Express, MongoDB, React, Next, SASS, jQuery, Socket.IO, Firebase/Firestore, PostgreSQL
- **Additional:** RESTful APIs, Agile, Scrum, Object-Oriented Programming (OOP), Git, Linux, Photoshop