

Michael Green

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Education

Central Michigan University, Mount Pleasant MI

Bachelor's of Science in Computer Science

Minor: Mathematics

Graduation: August 2023

Springboard Cybersecurity Career Track

Completion: June 2025

- Developed an adversarial mindset by learning to identify common web application vulnerabilities (OWASP Top 10) and implementing secure coding practices to prevent them.
- Gained hands-on experience in vulnerability assessment and threat modeling through 50+ technical labs, providing critical context for building secure back-end services and defending against common attack vectors.
- Completed an intensive, project-based curriculum focused on defensive security principles, application security, secure coding practices, and cloud security fundamentals.

Relevant Experience

Software Developer Intern

January 2022 - August 2022

24G, Troy MI

- Served as the primary frontend developer for multiple client projects, rigorously translating UI/UX mockups into fully functional, pixel-perfect Vue.js interfaces.
- Independently executed the frontend logic for smaller-scale applications, delivering interactive and bug-free components ready for integration.
- Collaborated with backend teams to consume RESTful APIs, ensuring accurate data rendering and seamless user interactions.
- Implemented complex UI animations and micro-interactions for convention applications, directly translating client requests into working code.

Projects

Reaction - [Live Site](#) | [Demo Video](#) | [Client Repository](#) | [Server Repository](#)

September 2025 - Present

Technologies Used - Vue.js, Sass, Pinia, GSAP, Node, Express, Sequelize, PostgreSQL

- Architected a reactive Vue 3 frontend utilizing Pinia for modular state management and GSAP for high-fidelity timeline animations, significantly enhancing user engagement through intuitive visual feedback.
- Developed backend services adhering to the Repository Pattern, creating a clean separation of concerns and improving maintainability.
- Engineered a defense-in-depth security strategy, utilizing HTTP-only cookies for XSS-proof JWT storage and implementing rate-limiting middleware to mitigate brute-force attacks.

Game Lobby - [Live Site](#) | [Demo Video](#) | [Repository](#)

June 2025 - July 2025

Technologies Used - Vue.js, Sass, Pinia, Node, Express, Socket.IO, Prisma, PostgreSQL

- Architected a server-authoritative Node.js backend to centralize game logic, preventing client-side state manipulation and ensuring fair play for multiplayer sessions.
- Orchestrated real-time data synchronization between a Vue.js client and server using Socket.IO, implementing fault-tolerant reconnection strategies via JWTs to preserve user sessions.
- Engineered a real-time lobby system to manage concurrent user connections, enabling dynamic matchmaking and live player status updates.

Technical Skills

Languages - JavaScript (ES6+), SQL, Python, Java, C, HTML/CSS, Sass

Frameworks & Libraries - Node, Vue, Nuxt, React, Express, Socket.IO, GSAP

Tools & Databases - Git, Bash, REST APIs, JWT, PostgreSQL, MySQL, Prisma, Sequelize

Infrastructure - Docker, Render, Github Pages, Github Actions, Vercel