

Michael Dresser

(650) 521-3046 michaeldresser@gmail.com

michaeldresser.io github.com/michaeldresser

Skills:

Programming: Java, Python, C++, Scheme, HTML, CSS, Git, spreadsheet interfacing

Project management: organizing data and materials, spreadsheet management, Gantt chart creation, team management

Tech: Computer hardware troubleshooting, software troubleshooting, data recovery, computer construction

Projects:

Scouting Data Entry and Analysis

2016

- Developed Python application using openpyxl and Tkinter to allow users to enter written data into a generated system of spreadsheets efficiently. System then pulled relevant information into a master sheet for decisions.

Personal Website

2016

- Learned HTML and CSS to construct a personal professional website.

Maze Game

2016

- Developed maze-solving game in C++ that can import a rectangular user-defined maze of any size. Game is unique in that the player can only see a certain area around their character based on character type.

Packet Sniffing

2015

- Developed Python application from a guideline using Scapy to take .pcap files and analyze their contents for relevant information. Currently half-complete due to difficulties with reconstructing packets.

Work Experience:

CU Boulder Office of Information Technology Boulder, CO

2016-present

Student Computer Support Technician

- Provided support with virus/spyware remediation, email setup/transfer, printer setup, driver installation, software installation/uninstallation, OS reinstallation/setup, network issues, OS boot failure recovery, data recovery.

Gunn Robotics Team Gunn High School, Palo Alto, CA

2014-2016

CNC Lead, CNC Machinist

- Fabricated complex sheet metal and box beam parts, organized team scheduling, managed fabrication scheduling, planned and executed training program for other students, and improved machining efficiency by over 30% to mitigate a 100% increase in part load.

Strategy Lead

- Formed/lead group to inform robot design and develop a comprehensive scouting system for use in current year and the future. Developed Python application for streamlined data entry and analysis of scouting data.

Scouting Co-Lead

- Designed scouting system to complement GRT's robot, created data collection sheets, managed scouting and spreadsheet analysis. System enabled GRT to progress far in eliminations by picking well-matched teams.

Prototyper

- Designed and built a flywheel launching system with teammates for a robot that launched t-shirts over 50 feet.

Gunn Theatre Gunn High School, Palo Alto, CA

2012-2016

Stage Manager, Assistant Stage Manager

- Organized rehearsal scheduling, coordinated multiple directors, coordinated tech and acting during production and performance, maintained stage materials, operated theatrical elements, and ran shows.

Coursework:

CS 1: Starting Computing – Experienced

Calculus 1 for Engineers

Human-Centered Computing Prof. Dev.

CS as a Field of Work and Study

AP Computer Science (High School)

Functional Programming (High School)

Object-Oriented Programming (High School)

Education:

University of Colorado Boulder (B.S. Computer Science) *estimated graduation May 2020*

National Merit Scholarship Finalist