

MICHAEL A. PLATT

Senior Software Engineer

CONTACT

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PROFILE

Senior developer with over ten years of experience in solving complex problems, designing and shipping features, debugging and troubleshooting bugs in code, and mentoring new developers. Proven track record of reliability in meeting deadlines and ability to work across multifunctional teams to ensure a successful product. Strong passion for improving developers' experiences through tooling and widgets.

SKILLS & TECHNOLOGIES

Java / Spring / Hibernate

Python / Django

MongoDB, MySQL, Postgres

Docker, Ansible

NodeJS, React, Angular

RabbitQM, Kafka

PERSONAL PROJECTS (Continued on following page)

Programming Language

- Full implementation of programming language currently being written in Python but will become self-hosted.
- Implemented all aspects of a compiler including lexing, parsing, and compiling to assembly for x86 64 architecture.
- Over 90% coverage on code with unit tests for each component and full integration tests with sample programs and expected output based on the given program.
- Implemented GitHub actions to run all tests to ensure pull requests do not introduce breaking changes.
- Including syntax highlighting for Vim with plans to introduce syntax highlighting files for commonly used IDEs.

EDUCATION

Christopher Newport University
Newport News, Virginia

2007-2011

BS in Computer Science

BS in Computer Engineering

Recipe Application

- Node backend for services with the ability to get, post, and delete recipes.
- Mongo database with no ORM but custom validation to ensure posted data is accurate and expected.
- Various endpoints return data based on search criteria such as cuisine, ingredients, meal, and more.
- Rating system with a recommendation engine based on stars on recipe.

Prototype Project for Startup

- Created backend server in Node with React frontend as MVP for startup for sales pitch for funding.
- Integrated with third party API's including Esty and a color analysis API.
- Designed and implemented algorithm for filtering Esty results based on color analysis results to show similarly colored products in a recommendation engine.

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PERSONAL PROJECTS (Continued)

Java Video Game Sandbox

- Creating a Java video game to experiment with OpenGL and other video game-based technologies.
- Coding full physics engine into game that includes calculations for things like friction of surfaces, acceleration, and isometric 2-D jumping.
- Leveraging JOGL and LWJGL as way to experiment with both libraries to gain knowledge and determine granularity required for rendering sprites and backgrounds.
- Implementing physics engine and renderer as singleton classes with other various object-oriented design patterns for reuse through the game.

Terminal Text Editor

- Creating a text editor, similar to Vim, using C with either console codes or ncurses.
- Currently implementing the ability to modify a file while in insert mode with some basic navigation mode controls already in place.

Network Monitor

- Writing network monitor in Go to track devices connected to network based on MAC address.
- Go service is hosted on Raspberry Pi with a Postgres database and endpoint to receive data that can be posted to the server.
- Using Go system level commands to perform network sniffs and gather internet speeds to be tracked by Go server.