

MICHAEL SALTON

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EDUCATION

Bachelor of Computer Science, Western University 2020 - 2024
Major in Computer Science, Minor in Video Game Development

SKILLS

Languages Python, C/C++, Java, Swift, Kotlin, React, HTML/CSS, JavaScript, SQL
Tools PyTorch, Numpy, TensorFlow, Matplotlib, Unreal Engine, Unity, Confluence/Jira, Git

EXPERIENCE

Software Developer Intern | Peavey Industries May 2022 - Present

- Designed and constructed a mobile Android application using Java, Kotlin, and SQL to be used by thousands of employees in Peavey Mart stores and warehouses across Canada
- Utilized SQL joins and sub-queries to simplify complex queries involving multiple tables
- Collaborated with engineers, project managers, and the design team to ensure quality in all phases of development

Warehouse Computer Technician | HCL Logistics May 2021 - August 2021

- Compiled information that documents the quantity and type of equipment stocked in the warehouse using Excel
- Maintained an organized system for the management and processing of the inventory
- Tracked and created electronic reports of thousands of incoming and outgoing products daily

EXTRA-CURRICULAR

Western AI | Project Manager August 2022 - Present

- Lead a team of student developers through the process of planning, designing, and constructing a machine-learning project while delegating tasks between members based on experience and skill set
- Hosted workshops curated to help students improve their knowledge of programming and machine learning topics such as Python, data analysis, reinforcement learning, and neural networks

FIRST Robotics Competition | Programmer September 2018 - June 2020

- Programmer for Team 3739 "Oakbotics" of Oakridge S.S, one of the top FRC robotics teams in Canada
- Implemented computer vision along with Lidar technology utilizing a Java framework
- Contributed to project meetings and worked alongside designers, programmers, and engineers to plan and construct the framework, functionality, and software of our robot

PROJECTS

Project Lambda | Python, PyTorch, Numpy, Gym, JAX/FLAX October 2022 - March 2023

- Developed an AI agent that plays Counter-Strike: Global Offensive, using Yolov7 object detection, behavioural cloning, offline reinforcement learning, and utilizing an OpenAI Gym environment
- Achieved 90% accuracy on our Yolov7 model trained on a custom data set of over 6000 images
- Presented our project at The Canadian Undergraduate Conference in AI 2023 at Queen's University

Survival Horror Game | C++, Unreal Engine, Blender March 2020 - August 2020

- Solo developed a video game using Unreal Engine and C++, implementing core gameplay mechanics such as player movement, combat, and enemy AI
- Created a dev log series showcasing the development process on TikTok @michaelsalton