

Michael Salton

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EDUCATION

University of Western Ontario

Bachelor of Computer Science, Minor in Game Development

September 2020 – April 2024

London, ON

WORK EXPERIENCE

Peavey Industries L.P.

Software Developer

September 2022 – Present

London, ON

- Worked with product managers to re-architect a multi-surface inventory management system boosting yearly revenue by up to 30% as well as increasing work efficiency in the warehouse by up to 40%
- Constructed the logic behind a streamlined Android application to be implemented along with the pre-existing warehouse software in order to improve worker performance
- Participated in code reviews with IT team members, software developers, and product managers to ensure all technical issues were fixed to deliver high quality, practical inventory management software to be used by Peavey Industries L.P.

Peavey Industries L.P.

Warehouse Receiving Team

May 2022 – Present

London, ON

- Received, sorted, and distributed product at a rate of up to 20 lines an hour to meet company demands while documenting data of the quantity and type of product using software such as Microsoft Excel

HCL Logistics

Warehouse Computer Technician

June 2021 – August 2021

London, ON

- Compiled information that documents the quantity and type of equipment and supplies stocked in the warehouse
- Maintained an organized system for the management and processing of the inventory
- Processed a variety of reports in both written and electronic form for the purpose of disseminating information to the appropriate parties

EXTRACURRICULAR

Independent Video Game Development

Game Developer

May 2020 – Present

London, ON

- * Overcame programming related obstacles using C++, Unreal Engine, C# and Unity while maintaining an efficient workflow and developing a strong understanding of the game development process
- * Created game development logs and amassed a following of over 23,000 followers (@michaelsalton on TikTok)

Hack Western, University Programming Competition

Programming Team Member

November 2020

London, ON

- * Worked with Spotify API and JSON metadata to develop a music recommendation program
- * Provided design development of projects using C, HTML, CSS, JavaScript

FIRST Robotics Competition

Lead Programmer

September 2018 – March 2020

London, ON

- * Developed strong understanding of computer systems, contributing heavily to the design process
- * Participated in project meetings and worked alongside designers, programmers, and engineers
- * Reviewed and applied systems in progress of development to ensure compliance with overall design parameters

SKILLS

Java, Python, C, C#, C++, Swift, HTML, CSS, Unix, Linux, ARM Assembly, React, Latex, R, JavaScript, Git, Microsoft Excel, Unreal Engine, Unity, Motherboards, Arduino