Michael Hansen

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Work

April 2020 - Present: *Senior software engineer at Google*
- I'm on the ChromeOS Cross-device team, building features that involve communication between multiple devices, as well as the infrastructure and frameworks that power these experiences.
- We launched [Nearby Share](#), enabling seamless sharing between Chrome OS and Android devices. I worked on all aspects of the feature from the UI down to low-level Bluetooth issues.
- I was the tech lead for a project to design and implement a new Bluetooth API in Chromium, which is now used as a foundation for low-power background scanning.
- I am currently leading a project spanning multiple teams and products to build a streamlined cross-device setup experience for new devices.
- I have gained experience working with a very large codebase, coordinating with teams across the world, designing and delivering features to millions of users.

September 2018 - April 2020: *Freelance developer*
- Worked as a freelance developer while pursuing a master's degree.
- I developed and shipped an iOS app for a local startup. It was written in Swift with a Firebase backend and involved video editing and transcoding.
- I also worked as backend developer for the video security company [Arcules](#) (a subsidiary of Canon). I helped build a new logging system to support their micro-services backend, along with other backend programming and infrastructure work.

Dec 2014 - September 2018: *Senior developer at POPin*
- I joined POPin as the first developer under the CTO and owned the effort to turn the prototype backend into a scalable production system.
- I helped build the team up to 12 developers, including interviewing candidates and mentoring junior developers.
- I acted as tech lead for the iOS and Android app efforts. I helped mentor and guide an iOS developer on our team, and a third party remote Android team.
- I designed and championed a custom Git workflow that vastly improved our development process.
- I built AI features, including a search feature, a sentiment analysis feature, and an auto-categorization feature.

Jun 2013 - Nov 2014: *iOS developer at RokketLaunch*
- I was one of two iOS developers at RokketLaunch, which focused on building novel email experiences for iPhone and iPad.
- I created custom UI controls and transitions, and I spent a lot of time on optimization to get image-heavy content to load and scroll smoothly on early iPad hardware (creating something similar to UICollectionView before that existed).
- Our app was featured in [The New York Times](#) and [TechCrunch](#).
- For the (unlaunched) Actionable app I built a rich text editor for the email compose screen, giving users the ability to add interactive task items inline with the body of their email.

Apr 2011 - Jun 2013: *iOS developer at HipGeo*
- I was one of two iOS developers at HipGeo, which was a travel-focused social networking app startup.
- I built a system for full offline use, including offling posting with a priority queue of pending uploads.
- I built custom UI components for the app and gained experience working with a number of iOS frameworks.
- HipGeo was featured in [TechCrunch](#).

Nov 2009 - Apr 2011: Software *Developer at Textopoly*
- Textopoly was a digital marketing dev shop, and as the sole developer I built a platform for sending SMS and social media broacasts to subscribed users.
- I also built my first professional iOS app: the official showcase app for Yamaha Watercraft.

May 2008 - Apr 2009: *Web Developer at BYU Broadcasting*
- I built a web interface for navigating between various live streams and a library of on-demand content.
- Named employee of the year.

Education

April 2021: *MS in Computer Science from Georgia Institute of Technology*
- I specialized in Machine Learning, and topics included a broad survey of ML algorithms and theory, as well as artificial intelligence, computational photography, and computer vision.
- Projects included replicating the [Chexnet algorithm](#) for ML-based pneumonia detection in chest X-rays, and an original research project into efforts to bridge the "digital divide" during the pandemic.

Aug 2009: *BS in Computer Science from Brigham Young University*
- I majored in Computer Science with an animation emphasis, though I eventually gravitated toward web and mobile development.
- My team won our capstone competition with an iOS game called TapIt. The iPhone SDK was brand new at this time and the experience helped pique my interest in the platform.

Skills

Top Languages
- C++
- Go
- Java
- Objective-C
- Python
- Swift
- SQL
- JavaScript

Strengths and interests
- Device-to-device communication
- Web backend programming
- Machine learning
- iOS app programming

Bonus
- I generally love building and tinkering, and I'm a big fan of the Raspberry Pi.
- I'm a rock climber and mountain climber with ascents of Kilimanjaro, Aconcagua, and 21 of the 50 US state high points... so far.