




MICHAEL WAN

SOFTWARE ENGINEER

 [michaelw99.github.io](https://github.com/michaelw99)
 github.com/michaelw99
 linkedin.com/in/michaelw99

5260 Bellazza Ct
Reno, NV 89519

Contact
michaelw99@hotmail.com
(775) 762-7984



EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

B.A. in Computer Science (GPA: 3.33) Fall 2017

Relevant Coursework: Graphics, Video Game Design and Development, Algorithms, Security, Networking, Database Systems, Artificial Intelligence, Data Structures, Concepts in Computing with Data, Machine Structures, Discrete Math and Probability Theory, Linear Algebra



EXPERIENCE

ME!

Independent Game Developer Current

Working full time on an independent project with a small group of exceptionally talented friends. Taking the lead as combat, systems, and level designer, and game programmer. Leading team processes in a project manager role.

AMAZON

Software Development Engineer II 2018 - 2020

Engineered passive monitoring solutions to analyze the health of the internet from a customer's perspective. Ingested and processed large quantities of data and alarmed on internet availability patterns. Worked with Spark and various AWS services like EMR, Lambda, S3, Kinesis, DataPipeline, and SQS.

AMAZON

Software Development Engineering Intern 2017

Designed and implemented a logging infrastructure on the Amazon Digital Goods team with Java and AWS. Created a database and integrated it with a UI to visualize the data.

HEROKU

Software Engineering Intern 2016

Contributed fixes and updates to the Heroku Dashboard application, working mainly with Ember, and a side of Ruby. Implemented and helped design Team Overview for a recently launched Heroku Teams, an interface aggregating relevant metrics into a single space. Conceptualized ideas to drive metrics for the new product.

STROLL HEALTH

Software Engineering Intern 2016

Fixed and added features to the physician portal, using Angular, HTML, and CSS. Collaborated with a small group to continue improving the application for consumer use.

UNIVERSITY OF NEVADA, RENO

iOS Development Intern 2015

Developed a pair of mobile apps that record and distribute traffic information data for the use of law enforcement and the public. Wrote a multi-threaded TCP server that handles basic data request and submission from multiple clients.



LANGUAGES, SKILLS, FRAMEWORKS

| | |
|-------------|---------------|
| Java | Photoshop |
| Python | Unity |
| C# | AWS |
| Javascript | Git |
| C | Unix |
| HTML/CSS | Ruby on Rails |
| Objective-C | XCode |
| Ruby | Ember.js |
| SQL | AngularJS |
| R | Office Suite |



PROJECTS

UNTITLED METROIDVANIA/BEAT'EM UP GAME

Unity, C#

Current project, a story-driven Metroidvania where you explore a massive ancient floating city in the sky, discovering the history of its downfall and disappearance while making a few friends along the way. Focus on reactive fast-paced, combo-orientated combat and platforming-based exploration

PHOTORGANIZE

Python

A command line program that organizes and modifies batches of photos based on different properties recorded in EXIF data: image type, ISO, aperture, etc, automating separating and sorting images into different directories.

GROCERY SPLIT

HTML&CSS, Ruby on Rails

A web app that manages lists of items and prices within groups. Facebook account linking is integrated allowing a quick setup and a simple way to find friends.

VERSION CONTROL

Java

Implementation of a local version control system much like Git. It allows for basic functions such as commit, merge, rebase, remove and etc.



HOBBIES AND ACTIVITIES



Gaming



Piano



Photography



Drawing



Travelling



Tennis