Mike Sayan

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Education

Stony Brook University: Stony Brook, NY   Graduation: **May 2016**
- B.S. in Computer Science   Major GPA: 3.5
- Dean's List (Summer 2014 - Fall 2015)

Experience

Nickelodeon, Junior Software Engineer   **January 2016 – Current**
- Working on Back-End Services team using Spring MVC.
- Support multiple platforms, ex. Web, iOS, Apple TV, Roku, & Xbox.

Projects

Muse   **Node.JS, Socket.IO**
- Web application where users collaboratively create music.
- Architected & deployed a multitier system using Ansible, nginx, and etcd service discovery.

Ricochet Hell   **C#, Unity**
Won 2nd place in the 2016 Stony Brook Game Competition
- Multiplayer top down shooter, where bullets bounce off walls gaining speed and power.

OS Functionality   **Java**
Implemented many additional features into a Java based OS, such as:
- Cyclic Barrier and Asynchronous Task Manager.
- Syscalls such as Exec, Fork, Join, Yield, Sleep, Mkdir, & Rmdir.
- Round Robin & Multi-Level Feedback Thread Scheduling.
- Paged Virtual Memory & Demand Paged Memory Mapping.
- File system with multi-directories, long & extensible files.

Dr. Bill's Jewel Heist   **C++, Box2D, SFML, XML**
Finalist in the 2015 Stony Brook Game Competition
- Created all content, including artwork, animation, sounds, and music.
- Integrated physics, graphics & audio frameworks into engine.
- Developed tools for level creation and importing.

Courses

- Data Structures
- Software Design
- Systems-Level Programming
- Computer Architecture
- Game Programming

- Analysis of Algorithms
- Operating Systems
- Cloud Computing
- Software Engineering
- Linear Algebra