Michael Poblacion

Software Engineer

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Objective

To maximize expertise in the artificial intelligence realm through building robust, reusable software that impacts our world in positive ways.

Professional Summary

Computer Science graduate with a concentration in Data Science. Proven track record with two years of backend focused, enterprise level software development experience.

Skills

- Object Oriented Programming: C#, Python, Java, C++
- Content Management Systems: SDL, Sitecore, Brightspot
- REST API Design / Implementation
- MVC Architecture
- Data Science Foundations
- Machine Learning Fundamentals
- Relational Databases / SQL
- ElasticSearch / Solr
- Source Control / Git
- Unit and Integration Testing
- Web Development : JS, CSS, HTML
- Agile Methodologies
- JIRA
- AWS lambda / API Gateway
- MEAN Stack
- Analytics
- Teamwork
- Communication
- Problem Solving

Education

Virginia Commonwealth University
Richmond, VA • 2020
Computer Science, Bachelor of Science with a Concentration in Data Science

- Graduated Magna Cum Laude
- RamHacks Participant

Experience

Tahzoo - Richmond Virginia

2019-9 - Present

Technical Consultant – Backend Consultant

- Collaborated with teammates using JIRA, source control and agile methodologies.
- Developed Postman integration testing and MOQ Framework unit testing with >90% code coverage for .NET Web API.
- Built various web services for XML creation, processing and consumption.
- Collected requirements, designed, presented and implemented solutions for multiple Fortune 500 companies.
- Trained new employees on coding standards, development and deployment process.

2018-6 - 2019-9

Technical Intern

- Built and published an Android and IOS application that utilized a Web API, using Xamarin Forms.
- Developed an akamai clear cache microservice.
- Performed a lift and shift from WordPress to Tridion SDL.
- Designed and implemented a JSON serializer that fetched data from Sitecore API.

Academic Projects

2019

Artificial Intelligence

- Manually implemented multiple machine learning algorithms including a Fuzzy Logic 3D Surface Controller, Kohonen winner-take-all neural network, and Naïve Bayes classifier using Python.

Data Science

- Designed and developed a classifier that predicted whether protein interacted with DNA and/or RNA.
- Wrote Python scripts for pre-processing and used RapidMiner to produce various predictive models.

2018

Database Theory

- Built a full-stack solution using .NET Core and manual SQL.