

MICHAEL BELLISTRI

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Education

University of Maryland, College Park, MD
Bachelor of Science, Computer Science May
2015

Coursework

Software Engineering
Parallel Processes
Discrete Mathematics and Algorithms

Computer Skills

Applications: Microsoft Office Suite, Eclipse, Android Development Tools, Matlab
Languages: Java, C/C++, Ruby, Ocaml, Prolog, OpenGL, OpenGL ES, OpenGL SL, Unix
OS: Windows (XP, Vista, 7, 8); Linux; Mac OS

Personal Projects

Oasis VR November 2014 - Present

- Startup with two other founders focused on bringing virtual reality to the consumer via a storefront to experience virtual reality
- Organizes meetings with potential investors and works with founders in making key decisions for the business

Computer Game September 2013 - October 2014

- Work with two other individuals on designing and implementing computer game using OpenGL and OpenGL SL in C++
- Designing AI system for the game both individual agent AI and global AI

Leadership Experience

Alpha Sigma Phi Fraternity, College Park, MD January 2013 – Present
Scholarship Chair

- Contributing member of Executive Board making major decisions in governing Fraternity activity and involvement on campus and within the Greek Community
- Compiled list of study resources such as previously used books, notes, and matched members in similar majors for study hours

Professional Experience

Mid-Delmarva YMCA, Salisbury MD May 2009 - August 2014

Dove Pointe, Salisbury MD May 2011 - 2012
Day Care Aid

- Supervised and ensured the safety of a daycare classroom of 25 cognitively disabled children.
- Provided superior in-home assistance to a cognitively disabled client for 12 hours a week

University of Maryland - Conferences and Visitor Services

May 2014 - Present