

MICHAEL BELLISTRI
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Education

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

May 2015

UMD Startup Shell Participant

November 2014 - August 2015

- Worked with other business leaders in a coworking space, growing personal business ventures
- Participated in talks from industry professionals about growing and starting a business

Professional Experience

Finra (Financial Industry Regulatory Authority)

November 2015 - Present

- Worked with business team to create requirements documentation for user management database
- Designed and developed frontend user management database using VB.net, Visual Studios and Access backend
- Maintained and enhanced production frontend/backend databases using Access
- Managed nightly visual basic scripts extracting data for business operations and records keeping

Personal Projects

Oasis VR

November 2014 - October 2015

- 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
- Key Decisions include:
 - Contacting virtual reality hardware companies to implement system in test store
 - Find locations for "pop-up" arcades

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

Computer Skills

Applications: Eclipse, ADT, Matlab, Xcode, Visual Studios, Unity

Languages: Java, C/C++, VB.Net, VBA, Git, Ruby, Ocaml, Prolog, OpenGL, OpenGL ES, OpenGL SL, Unix

OS: Windows (XP, Vista, 7, 8); Linux; Mac OS