

# Michael Wolf-Sonkin

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## EDUCATION

**Columbia University**, Fu Foundation School of Engineering and Applied Science      Expected Graduation: December 2022  
Master of Science, **Computer Science**      Cumulative GPA: 3.81/4.0

**Stony Brook University**      August 2018 – May 2021  
Bachelor of Science, **Computer Science**      Cumulative GPA: 3.92/4.0  
Bachelor of Science, **Applied Mathematics**

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## SKILLS

Software: **C, C++, LabWindows/CVI, Python**  
Courses: **Computer Graphics, Physically Based Animation, Computational Geometry, Competitive Programming**

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## WORK EXPERIENCE

**J.G. Smith Associates Inc.** | Setauket, NY      Summer 2021  
*Software Development Contractor*

- Created LabWindows/CVI test tool for DC-DC converters.

**Applied Research Associates Inc.** | Raleigh, NC      Summer 2020  
*Software Development Intern*

- Refined the 3D model export pipeline to view subdivided tunnel facilities on a 3D representation of the earth.

**BitWize Corp.** | Melville, NY      June 2019 – February 2020  
*Software Development Contractor*

- Developed LabWindows/CVI application to monitor heater and actuator status for onboard deicing systems.

**Stony Brook University**      Fall 2020, Spring 2021  
*College of Engineering and Applied Sciences Computer Science Tutor*

- Helped students develop skills in data structures, discrete math, system fundamentals, and algorithmic analysis.

**Cox & Company Inc.** | Plainview, NY      Summer 2017, 2018  
*Software Development Intern*

- Created LabWindows/CVI program to verify behavior of fuzzy signals of deicing controller in extreme temperatures.

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## PERSONAL PROJECTS

**Virtual Rubik's Cube Solver and Visualizer** – *Python*

- Utilized OpenGL for 3D simulations.
- Implemented Rubik's Cube solving algorithms, specifically CFOP.

**Ray Tracer** – *C++*

- Developed during computer graphics course at Columbia University.
- Includes Phong shading, shadows, antialiasing, reflection, refraction, mesh rendering, texture mapping, and BVH.

**Polygon Utilities** – *Python*

- Interactive tool to build simple polygons.
- Utilities include ear clipping triangulation, convex hull algorithms, triangulation point sampling, and point visibility.

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## EXTRACURRICULAR ACTIVITIES

**Competitive Programming**      September 2019 – Present

- Stony Brook University and Columbia University competitor.
- ICPC Greater NY Regional, 2021 – 3rd Place.
- Collaborate with team in weekly practice contests which leverage algorithmic problem solving.

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## ADDITIONAL

**Awards**

- Columbia University Dean's List – All Semesters
- Stony Brook University Dean's List – All Semesters

**Interests** – Rock Climbing • Rubik's Cubes • Cycling