

MICHAEL GRZYCH

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| OBJECTIVE | My mission is to use proper techniques and practices to address non-trivial problems in a way that is scalable, maintainable, and profitable to my employer and team. | |
| EDUCATION | University of Michigan BSE in Computer Science | Sept. 2009 – May 2014 Ann Arbor, MI |
| EMPLOYMENT | Target Flow Team Member <ul style="list-style-type: none">Planned and carried out team assignmentsEmphasized speed and efficiencyTeam-oriented working environment | May 2011 – May 2012 Brighton, MI |
| | Screenworks Inc. Office Aide <ul style="list-style-type: none">Assisted in office communications and tasksFocused on data entry and customer service | Summer 2009, 2010 Novi, MI |
| | WolverineSoft Club Member <ul style="list-style-type: none">Student organization specialized in game and asset developmentParticipated and contributed in weekly development sessions | Sept. 2013 – May 2014 Ann Arbor, MI |
| ACTIVITIES | All Hands Active! Staff Volunteer <ul style="list-style-type: none">Local makerspace/hackerspace organizationAssisted with maintenance, organizational duties, and membership | Oct. 2013 – Feb. 2014 Ann Arbor, MI |
| | RECENT WORK | |
| | “Physical Authentication at the University of Michigan” Adrian, D., Diffenderfer, M., Grzych, M. Brief audit and analysis of the physical authentication measures employed on the University of Michigan’s Ann Arbor campus. [http://mikegrzych.github.io/files/UMich_PhysAuth_2014.pdf] | Apr 2014 |
| | EECS 494 – Computer Game Design and Development <ul style="list-style-type: none">Used iterative game design and rapid prototyping to develop several small computer games with the aid of provided frameworks.Projects on GitHub: https://github.com/mikegrzych/494Projects | Fall 2013 |