

Michael Ramoutar

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[PORTFOLIO](#)

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COMPETENCIES: React, Redux, Ruby, Ruby on Rails, C++, JavaScript, Java, Python, Rust, SQL, C, C#, PostgreSQL, jQuery, Node.js, Express.js, Assembly x86, TypeScript, Mongoose, MongoDB, HTML, CSS, SCSS, Bootstrap 5, Git, Heroku, AWS, Webpack

EDUCATION

App Academy - **Software Engineering with Java** (December, 2023) | **Software Development** (August, 2022)

CUNY Tech Prep – **Web Development** (2019)

The City University of New York (CUNY) - **Bachelor of Science in Computer Science** - (2019)

RELEVANT EXPERIENCE

ADA Accessibility Compliance Project, Open Source Contributor

Preset (Apache Superset), Remote, San Mateo, CA

December 2023 - Present

- As part of the accessibility team, enabling features for Apache Superset, a modern, open-source data exploration & data visualization platform that replaces proprietary tools including Tableau, PowerBI, and Looker for enterprise partners.
- Manage ADA compliant accessibility features on the Superset dashboard, including optimization of keyboard navigation and screen-readers functionality, debugging issues within existing codebase, minimizing risk of compromised functionality.

Associate Software Developer, DevOps Engineer

Infosys, New York, NY

July 2020 - May 2021

- Developed and maintained systems and applications quality and security for business clients using a variety of technologies including Java, JavaScript, Angular.js, Node.js, HTML, CSS, SQL, Spring Boot, and Spring Framework.
- Ensured continuous availability of applications and related integrations in all pre-production environments and tools, supporting SCM & Release Management including Source Control, Continuous Integration, & Change Management.

Computer Science Teacher & Tutor

Research Foundation of CUNY, New York, NY

January 2018 - September 2019

- Taught 100+ hours of instruction to high school students on the fundamentals of C++ and Python for an after-school technical education program designed to introduce the field of computer science to an audience ranging in ages 16 - 18.
- Tutored college students ~15-30 /week in various STEM related topics including Math, programming, data structures & algorithms, and computer science theory, in excess of about 1200+ total instructional hours.

Software Engineer Intern

United States Department of Defense - Army Research Labs, Baltimore, MD

June 2018 - September 2018

- Developed navigation stack & object detection algorithms on a UGV, using Convolutional Neural Networks to detect objects/people in an area to provide environmental intelligence to tactically aid soldiers – (MATLAB, C++, Python, ROS).
- Played a key role in the presentation of solutions to stakeholders, adhering to project specifications on time, within budget.

PROJECTS

\$TRIF3 (Ruby on Rails, React, Redux, PostgreSQL, ActionCable, WebRTC, AWS)

[live](#) | [github](#)

A comprehensive full-stack clone of the popular communication app Discord and its functionalities including text, video & voice chat

- Utilized React & CSS to design and implement 150+ complex components, resulting in a dynamic, responsive single page application that accurately replicates the original application's UI.
- Utilized Rails to connect to PostgreSQL database, and handle user authentication, models, schema and validations.
- Employed Web sockets using Rails ActionCable & WebRTC, allowing users to live-chat, conduct video & voice calls, create additional servers, send, receive, accept peer requests, and directly message one another in real time.

Paint by Numbers (Mongoose, MongoDB, Express, React, Redux, Node.js)

[live](#) | [github](#)

An application built using the MERN stack for creating, playing, and sharing Nonogram puzzles using drawn or uploaded images.

- Worked with a team of 3 engineers, serving as the lead backend engineer, handling overall project structure, MongoDB management, user authentication, models, schema, validations, Axios requests, Redux Store, actions, and reducers.
- Designed a complex framework of React components to compose the puzzle Board interface, which facilitates a myriad of stylish and responsive functionalities such as multi-select.
- Scripted robust functions, including matrix and string parsers, to import and convert images into pixilated Tile maps, analyzing RGB values to create playable, shareable, and savable puzzles.