Michael Ramoutar

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COMPETENCIES:

React, Redux, Ruby, Rails, C++, JavaScript, Java, Python, Rust, SQL, C, C#, PostgreSQL, jQuery, Node.js, Express.js, Assembly x86, Mongoose, MongoDB, HTML5, CSS3, Bootstrap 5, Sequelize.js, Git, Heroku, AWS, Webpack, SQLite3

EDUCATION

Software Development - *App Academy | March 2022 - July 2022*

Software Development - *CUNY Tech Prep | 2018 - 2019*

Bachelor of Science in Computer Science - *The City University of New York - York College | 2014 - 2019*

RELEVANT EXPERIENCE

Associate Software Developer, DevOps Engineer

Infosys, New York, NY July 2020 - March 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.
- Deployed up-to-date, enablement solutions to ensure both client and Infosys company software work together seamlessly.
- 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.
- Participated in all aspects of the software development lifecycle for cloud solutions, including planning, requirements, development, testing, and quality assurance, improving overall performance, stability and user experience.

Computer Science Teacher & Tutor

RFCUNY - York College, 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.
- Contributed to improved student academic performance, and mastery of subject matter based on survey feedback and assessment results; resulting in an increased demand in academic support services from tutor staff.

Software Engineer Intern, Autonomous Drones & A.I.

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

$TR!F3 (Ruby on Rails, React, Redux, PostgreSQL, ActionCable, WebRTC, C++, AWS) live | github

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

- Used React & CSS to design and implement 100+ components of varying complexity to produce a dynamic, responsive single page application, resulting in a pixel-perfect replica of 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 for importing and converting images into pixilated Tilemaps, whose RGB values were analyzed to produce playable, shareable, and savable puzzles.