Michael Royal

Website: **https://mikeroyal.github.io/** **Email:** mikerr90@outlook.com **(Best way to contact)**

Skills: **Agile development, Linux(10 years experience Ubuntu/Fedora/Debian), dpkg, Vulkan, Wayland, GTK, Qt, AppArmor, Robotics, ZFS, Linux Kernel**

Tools: **Git, Jenkins, Docker, Kubernetes, OpenShift, OpenStack(Nova, Neutron), LXD, Hyper-V, GCE, AWS(S3, EC2, Lambda), Microsoft Azure, Ansible, Ceph, Prometheus, Android Studio, NFV, Visual Studio, LLVM, Windows Subsystem for Linux**

Programming languages: **Java, C/C++, C#, Python, Go, Rust, Ruby, JavaScript**

Experience

March 2020—Present
Ambassador
Cloud Foundry Foundation California **(Remote)**

- As a Cloud Foundry Ambassador I help influence and advocate for Cloud Foundry by empowering community members to promote cloud native and application centric projects and technology, educate the community on the Cloud Foundry technology, and contribute to core projects such as the Cloud Foundry CLI.

July 2019—Present
Ambassador
Cloud Native Computing Foundation San Francisco, CA **(Remote)**

- As a Cloud Native Ambassador I help advocate to people interested in the CNCF and its corresponding projects by organizing and hosting local CNCF Users Group meetup's. Other responsibilities include helping represent CNCF through public speaking at conferences and code contributions for CNCF projects such as Kubernetes, rkt, Rook, and CoreDNS.

July 2017—Present
Senior Software Engineer
Royal Games Monterey, CA

- Working on applications for Machine Learning(TensorFlow), iOS, Android, and Virtual Reality(Oculus Rift and HTC Vive). Some of the tools I use are Slack, Ubuntu/Fedora, Android Studio, CircleCI, Visual Studio, Xcode, AWS S3, Unity3D, and Unreal Engine 4. Currently **managing a team of 3 Engineers and 4 Graphic Designers** working on several projects, which will be released for iOS, Android, Windows, macOS, and Linux.

January 2016—May 2017
Researcher for Game Research Lab & Special Topics
California State University Monterey Bay Seaside, CA

- Worked on the several Unity3d projects such as the integration of Text to Speech/Speech to Text Android application that achieved good performance, even with the low-latency constraints. The second project was a Android VR game where I built a 3D Procedural City Generation through the use of Height Map generation and 3D mapping of terrain. The game ran on the Samsung Gear VR and Neuron Motion Capture Suit. I also did work in Vulkan with HLSL Shader programming, terrain generation with height maps, and Shadow mapping 3D objects and textures.

January 2015—May 2015
Software Engineer intern
United States Naval Research Laboratory Monterey, CA

- Worked as a software engineer under the mentorship of Dr. Michael Hadjimichael researching different techniques and data models for artificial intelligence, data mining, and neutral networks. The research I collected was used in a research paper that would be used to help better predict weather patterns around the world more accurately using artificial intelligence. Some tools I used were *Debian/Ubuntu/RHEL, Visual Studio, Jenkins, and Tensorflow.*

Education

Spring 2020 *Master of Science, Instructional Design & Technology*
California State University Monterey Bay, Seaside, CA

Spring 2017 *Bachelor of Science, Computer Science w/ Software Engineering Emphasis*
California State University Monterey Bay, Seaside, CA

Fall 2015 *Associate of Science, Computer Science (Graduated with Honors)*
Monterey Peninsula College, Monterey, CA