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| Michael **Duncan** | | | |
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| Binghamton, NY | duncanmk@acad.sunybroome.edu | | (570)-396-8620 |
| github.com/duncanmk | | linkedin.com/in/duncanmk | |

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| **Education** | |
| **SUNY Broome Community College** | Binghamton, NY |
| A.S. Computer Science | 08/15 – 05/18 |
| GPA: 3.86 | Honors Graduate |
| Dean’s List and President’s List | All semesters |
| Phi Theta Kappa Honor Society |  |

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| **Skills** | | | |
| **Languages** | **Technologies** | | |
| Proficient – C, C++, C# .NET, Java | Proficient – Visual Studio, UNIX, Git, SVN | | |
| Adept – Python, JavaScript | Adept – MySQL, Eclipse, VMWare | | |
| Familiar – VB6, SQL, PHP, HTML | Familiar – Apache, Embedded software, GL | | |
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| **Experience** | | |  |
| **CognitiveTPG - QA Engineering Technician** | | 06/18 – Present |  |
| Develops software that facilitates automating and streamlining firmware and hardware tests  Contributes improvements and bug fixes to production-level and consumer-grade software  Creates software programs that directly control and interface with embedded devices  Provides technical assistance for internal IT-related issues and for general customer issues  Arbitrates discussions in establishing solutions between engineering and QA departments  Designs and implements comprehensive test processes with thorough coverage and logging | | |  |

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| **Projects** | | |
| **Procedural Terrain Generator** | **C++, OpenGL** | |
| Transformed simplex noise into a triangulated terrain mesh surface  Implemented an efficient rendering schema with spatial partitioning for endless terrain | | |
| Utilized linear algebra for a 3D first-person camera that collides with terrain mesh surface | | |
| **Reversi Game with AI Solver** | **C, SDL** | |
| Created a challenging AI opponent with recursive alpha-beta pruning algorithm | | |
| Developed functioning game menu system with numerous game mode options | | |
| **Handwritten Digit Recognition** | **Java, OpenGL** | |
| Trained a perceptron learning machine on a sample data set | | |
| Utilized a confirmation data set and verified that hand written digits were recognized | | |
| **Personal Website** | | **HTML, JavaScript** |
| Developed website that discusses my personal projects in greater detail | | |
| Website URL: duncanmk.github.io | | |