**Michael M. Borado**

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| **SUMMARY** | * Skilled in analyzing problems and providing solutions * Passion for web design and related technologies * Strong troubleshooting and analytical skills * Ability to design and develop both computer based hardware and software * Experienced with computer architecture, operating systems * Team oriented and able to follow leadership instructions effectively |
| **EDUCATION**  December 2015 | **California State Polytechnic University, Pomona**  Bachelor of Science – Computer Engineering |
| **TECHNICAL SKILLS** | * **Proficient** : C++, HTML5, CSS, C, Python, Verilog * **Familiar With**: JavaScript, Bootstrap, GitHub, SQL, C# * **Applications** :Visual Studio, Eclipse, Xcode, Xilinx, MatLab, Photoshop, Sublime * **Operating Systems** : Windows, OSX, Ubuntu |
| **EXPERIENCE**  03/2013 - Present  05/2014 – Present  01/2013 – 12/2015  **PROJECTS** | **Shipping & Logistics Manager**  Gruv Gear, California   * Edit webpages using CSS and HTML for company branding purposes * Coordinate shipping operations by distributing customer orders efficiently * Maintain good customer relations by successfully resolving issues and concerns * Create weekly status reports of inventory, accomplished tasks, and deliveries * Optimized and improved shipping processes and workload * Participate in weekly team meetings to set goals and priorities   **Web Developer**   * Front-end developer for non-profit organization: [www.jesuswalkyouth.com](http://www.jesuswalkyouth.com) * Created responsive website with the Bootstrap framework * Designed and developed personal website: michaelborado.com * Developed web form with HTML, CSS, and JavaScript to submit to database * Utilized GitHub for version control and team sharing * Produced web pages based on Photoshop documents   **iOS Programmer & Mobile Application Tester**  Guiang Corporations   * Designed a beta phone application with a team to enhance card game experience * Created home log in interface for application * Implemented API of 3rd party software to scan and read a card * Tested applications to discover bugs and inconsistencies with app design   **Video Game Development with FPGA**   * Interfaced with FPGA to create a pong video game and modified it * Programed game to use I/O ports, use sound, and display on a screen   **Microprocessor**   * Designed hardware of microprocessor and implemented on a circuit board * Used assembly to test hardware and created an operating light with switch |
| **ACTIVITIES** | Webmaster - Computer Programing Society  Member - IEEE |