MICHAEL ORSCHELN

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EDUCATION

Bachelor of Science (BS) Computer Engineering Dec 2024
The University of Alabama, Tuscaloosa, AL GPA: 3.00/4.00
Minors: Mathematics, Computer Science, Spanish
Relevant Coursework: Digital System Design, Signals and Systems (Signal Processing), Computer Architecture, Data Structures and Algorithms, Microcomputers, Theory of Probability, Digital Logic, Discrete Mathematics

EXPERIENCE

Software Developer, RLS Solutions, Remote Jul 2024 - Present

- Automate migration process of 650+ products and content management system (CMS) data via Python, GraphQL, and Shopify REST API to eliminate 120+ hours of manual data entry
- Develop web, iOS and Android applications in React JS/Native, collaborating with other developers, focusing on backend integration and user interface component modularity to enhance app functionality

Digital Forensic Intern, Repario, Remote May 2023 - Aug 2023

- Analyzed digital evidence, from various devices including 9 different forensic tools, and assembled 2 forensic examination reports for use as admissible evidence in litigation

Project Management Intern, SALTO Systems, Oiartzun, Gipuzkoa, Spain Jun 2022 - Aug 2022

- Designed onboarding courses delivered to 64 global business units reducing onboard load by 45% thus driving sales performance and growth into new markets
- Aligned cross-functional teams to integrate 3 different product lines, working closely with technical managers from SALTO and Apple Inc. for successful launch of new platforms

Associate Intern, Charter Capital Management, Inc., Boston, MA May 2021 - Jun 2021

- Developed responsive website with analytical tools resulting in a 152% increase in organic search traffic
- Evaluated real estate investment projects applying comparative and cash flow analysis supporting 10 acquisitions with total valuation of $233 million
- Reduced market research workload for residential property acquisitions by 75%

PROJECTS

Localization Subsystem Lead, IEEE SoutheastCon Hardware Competition Aug 2023 - Mar 2024

- Engineered autonomous robot, alongside 4 team members, with ability to complete a series of tasks to send supplies to space
- Integrated localization robot subsystem in ROS using sensor data, optimized using mathematical models for data accuracy within 1 Euler angle for 6 degrees of freedom

Custom Hardware Snake Game, Digital Systems Design Aug 2023 - Dec 2023

- Implemented custom hardware logic to make a snake game using Verilog on a Basys3 FPGA board with a VGA interface, simulating real-time gameplay mechanics

SKILLS

Software:	C++, C, MIPS Assembly, Java, Python, JavaScript, TypeScript, HTML, CSS, Git, MATLAB, Simulink Microsoft Office (Word, Excel, PowerPoint), Adobe Photoshop
Hardware:	Verilog, VHDL, HDL, SPI, I2C, UART, RTOS, Xilinx Vivado, Cadence PSpice, FPGA, ASIC, SoC, ARM
Frameworks:	React, React Native, Chakra-UI, NextJS, TailwindCSS
OS:	MacOS, iOS, Windows, Linux, Unix, Kali Linux, RTOS, Robotic Operating System (ROS)
Tools:	Oscilloscope, Multimeter, Spectrum Analyzer, Soldering Iron
Languages:	English (Native), Spanish (Professional)

ADDITIONAL INFORMATION

Honors:	President's List, UA Scholar
Leadership:	UA Men's Club Soccer Team Captain