

## Michael R. Paulson

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1300 Summer Oak Drive, Austin, Texas 78704

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### Security Clearance – TS/SCI Full Scope with Poly

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Knowledgeable computer science student with a strong work ethic and customer service background. Works well independently, but also enjoys roles in a group setting. Provides an innovative perspective on issues and has a strong ability to troubleshoot in high stress environments. Skilled in analyzing problems, designing efficient solutions, and taking on leadership roles to see them through.

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## Work History

### *Science and Technology Intern*

05/2021 – 08/2021

#### - **National Security Agency (NSA)** – Fort Meade, MD

- Utilized the Riverbed Tool Suite to update functional network models
- Completed CompTIA Network+ (2014) trainings
- Applied knowledge of the OSI model and TCP/IP to create network simulations

### *Computer Science Grader*

#### - **Texas State University** – San Marcos, TX

01/2021 – 05/2021

- Debugged and tested assignments as well as provided constructive feedback on assignments to each student to help them better understand the content.

### *Technical Intern*

#### - **Edwards Aquifer Authority** - San Antonio, TX

08/2020 – 12/2020

- Performed systems testing of newly developed software.
- Efficiently communicated with team members, requesting they execute testing while logging their resulting issues/successes, this cleared lines of communication and allowed for an increase in ticket resolution.

### *Branch Manager*

#### - **Square Cow Moovers** – Austin, TX

10/2012 – 05/2016

- Lead team in building new branch of the company which surpassed the success of all previous branches throughout Texas within the year.
  - Highest performing salesperson booking \$1.2 million/year.
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## Education

Computer Science (BS) minor focus in business admin

Texas State University - San Marcos, TX | 3.89 GPA

Graduation 05/2022

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## Languages/Skills/Tools

- C++ | Java | JavaScript | Python | HTML | CSS | Riverbed Suite | OSI Model | TCP/IP | Linux
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## Projects

### -Disassembler + Emulator- (C++)

Implemented the decoding method of a disassembler that reads MIPS machine instructions from a (simplified) binary executable file and prints each assembly language instruction to the screen. The emulator reads MIPS machine instructions from the provided binary executable files and emulates a MIPS CPU that executes the program.

### -Data Cache- (C++)

We further enhanced the simulator to model pipeline stalls due to memory latency and simulated a data cache to study the performance impact of caching.

### -Discrete Time Simulator- (C++)

This simulator was designed to assess the speedup when using multiple CPUs in a first-come-first-served queuing system. The simulation runs in two different scenarios: Single Queue | Multi-CPU or Multi-Queue | Multi-CPU.