# Michael Beebe

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## EXPERIENCE

**Software Engineer: General Motors**                                    *December 2022 – September 2024*

- Led initiative to modernize tracking application's backend infrastructure through a comprehensive Java rewrite using Spring Boot, optimizing scalability and performance.
- Built and maintained responsive, dynamic web interfaces using React, enhancing user experience for key enterprise applications.
- Designed and implemented a new security service, leveraging OAuth 2.0, Spring Boot, and JWT.
- Developed automated build and deployment pipelines for critical applications, improving deployment efficiency and reducing manual errors.
- Maintained multiple applications by monitoring system performance, resolving production issues, and increasing unit test coverage by 30%.

**Developer and Analyst: University of North Carolina Hockey**                *July 2020 – March 2022*

- Developed and maintained the team website with React, JavaScript, and CSS to enhance dynamic functionality and increase user engagement by 200%.
- Implemented a MySQL-backed ticketing system, enabling secure online transactions and real-time purchase tracking.
- Built a Java-based analytics tool to compile and process in-game statistics, aiding data-driven coaching decisions.
- Designed and optimized SQL queries for analyzing player and team performance trends.

## PROJECTS

**National Hockey League Statistical Modeling**                              *dump-n-chase.com*

- Built NHL game prediction models using Python, SQL, and Java, applying machine learning, linear regression, and additional AI techniques.
- Processed historical NHL data with SQL, extracting features for LLM-driven predictive modeling.

**youRL Social Media App**                                                          *youRL.site*

- Built full-stack web app using MySQL, PHP, and React to incentivize users to share meaningful online content by restricting posts to once per day and allowing them to search, like, and comment on daily posts.

**Interactive 2D Graphics Platform**                                    *graphics-playground.com*

- Designed a web-based graphics editor with a custom C++ rendering engine for real-time image processing.

## SKILLS

- **Languages**: JavaScript, Java, SQL, TypeScript, Python, PHP, C++, HTML, CSS
- **Frameworks**: React, Spring Boot, Angular, Node.js, Express, Flask, Django
- **Databases**: PostgreSQL, MySQL, Oracle, Snowflake
- **Cloud and DevOps**: AWS, Azure, Kubernetes, Docker
- **CI/CD and Version Control**: Git, GitHub Actions, REST, JUnit, Jest, Pytest

## EDUCATION

**University of North Carolina at Chapel Hill**                                  *August 2022*

B.S. in Computer Science; B.A. in Economics