Michael Georgariou III

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Education

- **California Polytechnic State University** — San Luis Obispo, CA
  Bachelor of Science in Computer Engineering; GPA: 3.53 — *Aug. 2017 – Jun. 2021*

Experience

- **Amazon** — San Diego, CA
  Software Development Engineer — *Jan. 2022 - Present*
  - Working in the "Try Before You Buy" space to deliver a new product that connects customers with real people to increase revenue in Amazon's fashion space
- **Hewlett-Packard Enterprise (Aruba Networks)** — Roseville, CA
  Systems/Software Engineer — *Jun. 2021 - Jan. 2022*
  - Wrote tests and refactored code for a new daemon being produced by my team
  - Led a newly-created Proto Support team to automate and simplify the engineering process when working with in-office hardware remotely
  - Debugged issues by working closely with other teams and determining root causes

  Embedded Software Engineering Intern — *Jun. 2020 - Dec. 2020*
  - Assisted in creation of new switch mode to allow for hub-like functionality by disabling all L2 and L3 protocols and working with other teams
  - Wrote feature tests to automate testing of this new mode and ensure no regression occurs

  Software Engineering Intern — *Jun. 2019 - Aug. 2019*
  - Created an API for multiple daemons to access new column data produced by my teams which determined whether or not a port has routing enabled
  - Refactored all references in source code to certain column data to use the newly written API
- **Sea Sweepers Underwater Robotics** — Salinas, CA
  Lead Electrical and Software Engineer — *Jun. 2014 - Aug. 2017*
  - Implemented new systems for vehicle control and data transfer through serial communication
  - Designed multiple PCBs to streamline the electrical design of the vehicle
  - Engineered reliable communication protocol to ensure high speeds and minimal loss of data using RS-232

Projects

- **AMD GPU Learning Kit**
  Written in Markdown, open-source on GitHub — *Aug. 2020 - May. 2021*
  - Co-authored a computing teaching kit that covers introductory topics about AMD GPUs
  - Wrote sections on the ROCm toolkit, porting NVidia GPU code to AMD GPUs, and memory and data locality
- **Minls and Minget**
  Written in C — *Jun. 2020*
  - Created a filesystem reader for Minix, for use outside of the Minix operating system
  - Supported functions to list out the contents of a directory and print the contents of a file
- **Portable Weather Station**
  Written in C for the MSP432 — *May 2020*
  - Wrote libraries for four different weather sensors for use with the MSP432 microprocessor
  - Implemented these libraries to display all the data on an LCD screen
- **The Otter XADC**
  Written in C and SystemVerilog — *Mar. 2020*
  - Designed a microprocessor from scratch in SystemVerilog to run assembly and C code on
  - Created a library to allow use of the given hardware's XADC chip with our microprocessor in C

Programming Skills

- **Languages**: C, C++, Python, Verilog, Assembly **Technologies**: Git, Unix, Vim, Wireshark, Scapy