

Michael Georgariou III

<https://georgariou.com>

Email : 3@georgariou.com

Mobile : (831) 332-9962

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++, Java, Python, Verilog, Assembly **Technologies:** Git, Unix, Vim, Wireshark, Scapy