Michael Georgariou III

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Experience

- **Amazon** — San Diego, CA
  Software Development Engineer II — *Jan. 2022 - Present*
  - Developed multiple web-apps from the ground up using the Spring Web MVC framework and React.js, including full integration and unit testing, CI/CD pipelines, and alarms/ticketing for site failures
  - Owned and wrote several design documents for high-level and low-level technical implementations, which were implemented and promoted to production by others
  - Led efforts to deprecate features, increasing team productivity and decreasing operational burden, as well as supporting external teams' migrations away from the deprecated features
  - Mentored junior engineers and interns and helped them deliver projects to production on Amazon's site
- **Hewlett-Packard Enterprise (Aruba Networks)** — Roseville, CA
  Systems/Software Engineer — *Jun. 2021 - Jan. 2022*
  - Led a newly-created Proto Support team to automate and simplify the engineering process when working with in-office hardware remotely, supporting around 100 engineers
  - Wrote tests and refactored code for a new daemon being produced by the L1 embedded team
  - Learned to debug issues by working closely with other teams and determining root causes using GDB and other debugging tools

  Embedded Software Engineering Intern — *Jun. 2020 - Dec. 2020*
  - Assisted in creation of new switch mode to allow for hub-like functionality by disabling all switching and routing protocols
  - 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 a migration effort 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

Projects

- **MPGameBoy**
  Written in C, closed-source on GitHub — *Oct. 2022 - Present*
  - Implemented the Nintendo GameBoy's architecture in portable C code to load and read ROMs for the console
  - Wrote CPU implementation, instruction handling, a debugger, and a tile-set viewer
- **Minls and Minget**
  Written in C — *Jun. 2021*
  - Created a filesystem reader for Minix, for use outside of the Minix operating system, in portable C code
  - 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*
  - Created libraries for four different weather sensors to easily interact 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

Education

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

Programming Skills

- **Languages**: C/C++, Java, JavaScript, TypeScript, Python **Technologies**: Git, Unix, Vim, React.js, Spring