# Michael Rivnak

### **INFORMATION**

#### **CONTACT**

+1 203 543-3806 rivnakm1@gmail.com

#### **LINKS**

mrivnak.github.io linkedin.com/in/michael-rivnak github.com/mrivnak

#### **EDUCATION**

# WENTWORTH INSTITUTE OF TECHNOLOGY

Bachelor of Science in Computer Science Graduated: Dec. 2020

#### **COURSEWORK**

#### **UNDERGRADUATE**

Data Structures
Algorithms
Digital Logic
Databases
Operating Systems
Network Programming
Applied Cryptography
Parallel Computing
Software Engineering
Systems Administration

# **SKILLS**

# **PROGRAMMING**

C++ Java JavaScript Python Rust

# **FRAMEWORKS**

Django Electron

#### TOOLS&TECHNICAL

Git Version Control Linux/Unix Shell Scripting Systems Administration Object-Oriented Design

#### **PROFESSIONAL**

Agile/Scrum

#### **EXPERIENCE**

#### **CONTENT SPECIALIST INTERN** | JONES AND BARTLETT LEARNING

May 2019 - Aug 2019 | Burlington, MA

- Assembled applications to automate and optimize workflows
- Integrated applications with REST API endpoints within a content management system
- Designed Application Programming Interfaces (APIs) to facilitate creation of an extensible application suite
- Maintained proper software documentation and distribution to ensure ease of use

# **RESEARCHER** | WENTWORTH INSTITUTE OF TECHNOLOGY

Jan 2020 - Apr 2020 | Boston, MA

- Collected relevant information on the applicability of Real-Time Operating Systems to a collegiate operating systems curriculum
- Analyzed and understood the strengths and weaknesses of using a RTOS over a traditional OS in various circumstances
- Demonstrated high-level written and oral communication skills in a published paper and conference presentation on the topic

# **PROJECTS**

# UNDERWATER REMOTE OPERATED VEHICLE (ROV) [GROUP]

#### IEEE WENTWORTH | SOFTWARE TEAM

Sept 2019 - Present | Python, ROS

- Integrated microcontrollers with high-level Python libraries
- Designed interface to communicate with ROV from control computer

# GAME BOY EMULATOR [GROUP] | SENIOR PROJECT

May 2020 - Aug 2020 | C++, CMake

- Leveraged existing documentation to create a software emulator for the Nintendo Game Boy CPU
- Implemented register, memory, and state management systems

### FORUM[GROUP] | WEB DEVELOPMENT

May 2020 - Aug 2020 | Python, Django

- Utilized Django framework for flexible full-stack development
- Leveraged SQLite database for efficient data storage and organization
- Integrated Bootstrap components for a modern UI within Jinja templates for incredible flexibility

# **RVPKG-RS | INDEPENDENT**

Dec 2020 - Feb 2021 | Rust

- Utilized binary-tree embedded database for minimal runtime dependencies
- Analyzed product requirements for both ease of development and simplicity of use

#### PUBLISHED WORK

#### **REAL-TIME OPERATING SYSTEMS: COURSE DEVELOPMENT**

Published in: Advances in Parallel & Distributed Processing, and Applications (ISBN 978-3-030-69984-0)

 Investigated real-time operating systems and their applicability to a university operating systems curriculum