Michael Samper

3900 SW 27th St. Apt. G201 Gainesville, FL 32608 | (786) 320-2131 | msamper13@gmail.com | http://www.michaelsamper.com

EDUCATION

Bachelor of Computer Science | GPA: 3.45/4.00

University of Florida, Gainesville, FL

Current Courses: Programming 2, Discrete Structures, Physics 2, Computational Linear Algebra

EXPERIENCE AND INVOLVEMENT

nexGEN at The Agency | Hacker (Junior Software Developer)

November 2016 - Present

May 2019

Gainesville, FL | University of Florida

- Spearhead the creation of employee retention analytics software with a team of 6 students from different disciplines.
- Create the pitch, marketing plan, business model, and prototype of the application within 6 weeks for client use.
- · Performs app and mobile development tasks for The Agency clients as well as any in-house projects.

Engineers' Week 2017 | Technical Co-director

September 2016 - Present

Gainesville, FL | University of Florida

- Oversees a three-person team to construct a website that portrays Engineers' Week at UF for the Gainesville community.
- Develop a mobile and desktop application to be used for event check-in to incentivize attendance beyond the previous 1,000 participants.
- Collaborate with a four-person marketing team bi-weekly to consistently brand both the website and the application.

Hispanic-Latino Affairs | Cultural Awareness Committee

April 2016 – Present

Gainesville, FL | University of Florida

- Facilitates a monthly Spanish-Portuguese conversation hour for students to learn and practice the languages.
- Implements the Hispanic-Latinx community educational component among the programming of 11 committees.
- Ministers a welcoming atmosphere for 200 students a month at the Hispanic-Latino Engagement Center and completes
 administrative tasks to keep the space functioning.

PROJECTS

Adventure Time April 2016

Gainesville, FL | University of Florida

- A scalable C++ project developed with a team of 5 students with object-oriented programming.
- Applies hashmaps for character inventory and turn-based battle mechanics.
- · Consists of an in-game economy and elaborate story-development with progress recorded using save states.

You Can't See These – UGAHacks

October 2015

Athens, Georgia | University of Georgia

- Developed a chrome extension with a three-person team using HTML/CSS and JavaScript.
- Presents a dynamic visualization of statistics displaying time spent on websites.
- Provides a method of blocking a visited website to help maximize Internet productivity.

GatorMan – HackPrinceton November 2015

Princeton, New Jersey | Princeton University

- A project conceptualized with a diverse four-person team to create a UF-themed Pac-Man prototype.
- Involved the first-time application of Java and the learning curve of game development.
- Experimented with sprites and their animation.

AWARDS

Gators of Tomorrow April 2016

One of 25 honored from 350 students for a leadership conference for first-year student leaders who strive to create positive change at UF.

Machen Florida Opportunity Scholar

August 2015 - Present

A full scholarship to the University of Florida awarded to academically talented, low-income, first-generation undergraduate students.

Hispanic Heritage Youth Awards

January 2016

Awarded the regional silver medal for Innovation and Technology among 10,000 applicants and granted a \$1,000 scholarship.

SKILLS AND AFFILIATIONS

Languages: Spanish (Fluent)

Computer: Java, C++, Python, Cisco Packet Tracer, HTML/CSS, JavaScript

Networking: Routing/Switching Technologies, MDF/IDF Wiring, LAN/WAN Design

Certification: Cisco Certified Entry Network Technician (CCNET)

Affiliations: Sigma Lambda Beta International Fraternity, Inc., UF Hispanic-Latino Affairs, UF Hispanic Heritage Month