

# Michael Samper

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

## EDUCATION

**University of Florida**, Gainesville, FL

Bachelor of Science, Computer Science | GPA: 3.53/4.00

May 2019

## EXPERIENCE AND INVOLVEMENT

**Software Engineer Intern**

May 2017 – Present

Adobe | San Jose, CA

- Performed Full-Stack development for the Data Discovery & Governance team
- Created a model-view-controller web app with a MERN stack that allows engineers to query RESTful APIs
- Optimized user interaction with the internal data discovery service through UI design

**nexGEN at The Agency | Hacker (Junior Software Developer)**

November 2016 – Present

University of Florida | Gainesville, FL

- Spearheaded the creation of employee retention analytics software with a team of 6 students from different disciplines
- Created 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 – March 2017

University of Florida | Gainesville, FL

- Oversaw a three-person team to construct a website that portrayed Engineers' Week at UF for the Gainesville community
- Developed a mobile and desktop application to be used for event check-in to incentivize attendance beyond the previous 1,000 participants
- Collaborated 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 – April 2017

University of Florida | Gainesville, FL

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

## PROJECTS

**Adventure Time**

April 2016

University of Florida | Gainesville, FL

- 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

University of Georgia | Athens, GA

- 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 University | Princeton, NJ

- 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

## 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, HTML/CSS, JavaScript, Node.js, React

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