

Michael Smith

msmith.softwaredev@gmail.com • [linkedin.com/in/msmith-codes/](https://www.linkedin.com/in/msmith-codes/)

Education

Bachelor of Science in Applied Computing
Pennsylvania Western University at Edinboro, Edinboro, PA
August 2020 - *Expected* April 2026

Work Experience

Software Engineer Intern

GS Retail Services

Tarentum, PA

May 2025 - August 2025

- Worked in a team to create a lightweight order and inventory management application for a client of GS Retail Services. This tool saves the client an estimated 130 hours annually in purchase order completion time.
- Adhered to the Software Development Life Cycle principles to ensure a high-quality product.
- Interfaced with stakeholders to gather requirements.
- Planned our work and goals via Agile Project Management Methodologies.
- The application's data store used a PostgreSQL-based database. Communication with the database was handled via a REST API written in Go. The front end was written in NextJS.

Projects

Vortex

December 2023 - Present

- Vortex is a sumo marble multiplayer PvP game where you try to knock your opponent out of a shrinking ring.
- Actively interface with players and play testers to formulate updates to improve the player experience.
- The game is being developed using the Godot game engine.
- Vortex is integrated with the Steamworks API.
- Steam's peer-to-peer networking is used for online multiplayer play.
- Vortex is actively being enhanced based on feedback from players.

GlowEngine

January 2025 - Present

- GlowEngine uses C++ with OpenGL for the framework portion of the software.
- The editor is built on the engine with the ImGui library to manage the panels.

Skills

Expert (★★★★★): C++, Object Oriented Programming, Godot, Git

Advanced (★★★★☆): HTML/CSS, JavaScript, Java, Agile, Go, PostgreSQL, Unreal Engine

Familiar (★★★☆☆): Python, ImGui, OpenGL, x86 Assembly, Unity Engine

Volunteering

Volunteer Coach

Allegheny Hockey Association

August 2020 - Present

- As a volunteer coach, I oversee line changes and player organization. Beyond this, I aim to help the players grow as players and people.

Clubs and Extracurriculars

- Secretary for Computer Science Club
- Member of the Creation of Games Society Club
- Member of Programming Team