# Michael S. Wendell

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# **SUMMARY**

I am a recent graduate with a Master's degree in Computer Science looking for a software engineering role. I have developed a strong understanding of programming with Python, Java, and SQL. My expertise includes data visualization, statistical modeling, data analytics, application development, and machine learning, which I have applied in various projects.

### **EDUCATION**

### M.S. in Computer Science

Boise State University · Boise, ID · 2022 - 2024 · 3.81

· Coursework: Databases, Design & Analysis of Algorithms, Recommender Systems, Machine Learning, Artificial Intelligence, Human Computer Interaction, Data Science, and Data Structures

# **B.S. in Mechanical Engineering**

University of Idaho · Moscow, ID · 2014 - 2018 · 3.43

· Coursework: Thermal Energy Systems Design, Mechanics of Materials, Gas Dynamics, Heat Transfer, Fluid Mechanics, Dynamic Modelling, Machine Component Design, and Computer Aided Design

#### **SKILLS**

Programming Languages: Java, Python, SQL, C, C++, R, HTML/CSS, JavaScript, Swift, Rust, and MatLab

Analytics and Tools: Pandas, NumPy, Seaborn, Matplotlib, Scikit-learn, Jupyter, PyTorch, TensorFlow, LensKit, JSON, Angular, Node.Js, Git, and AWS

# **PROJECTS**

# Search Engine Tutorial(SET) - Web Game

- · Collaborated in developing an educational web game for teaching children optimal search query construction.
- · Implemented real-time search result retrieval with Angular and calculated scores based on key-word identification in results.
- · Logged player queries in local JSON files to review user queries and improvements throughout the game.
- · Utilized: HTML, CSS, TypeScript, JavaScript, React, and Angular

#### **Kid Tech Balance - iOS Application**

- · Personally developed a parental control iOS application for moderating children's technology use and instilling accountability.
- $\cdot \ \text{Directed a Co-design team of children to identify preferred features to be included in application design}.$
- · Incorporated Apple's FamilyControls API to enable locking features and application tracking for children.
- · Utilized: Swift, Xcode, JSON, local data storage, and iOS Development

# Steam Game Recommender - Python Project

- · Implemented a Python tool to recommend games to Steam users based on their liked and disliked games.
- · Used LensKit tool to build algorithmic models for training and testing the recommender data on user reviews.
- · Evaluated user recommendation models using normalized discounted cumulative gain, hit rate, and mean reciprocal rank.
- · Utilized: Python, PyTorch, TensorFlow, and LensKit

### **EXPERIENCE**

### **Graduate Research Assistant**

# **Boise State University**

August 2022 - October 2024, Boise, ID

- $\cdot \ \, \text{Conducted 30+ research interviews with families to document and analyze parental issues surrounding children's technology usage.}$
- · Provided qualitative and quantitative analysis on familial attitudes about digital use as well as parental strategies to identify common problems.
- · Wrote and published journal papers on familial conflicts and dissecting parental fears surrounding technology to offer potential solutions.
- · Led a Co-design team with children and researchers to explore HCI challenges and provide solutions, which won awards.

### **Project Engineer**

# **Balfour Beatty**

September 2019 - August 2021, Boardman, Oregon

- · Managed and verified work progress of multidisciplinary teams for installation of equipment and furnishing of industrial Data Centers.
- Directed meetings with the clients to determine needs, schedules, and costs to adhere to contract deadlines.
- · Negotiated and established pricing with clients and subcontractors for change orders, and new bids.

# E.I.T./ Senior Mechanical Designer

### Cator Ruma & Associates

June 2018 - July 2019, Boise, Idaho

- · Coordinated and designed HVAC, Plumbing, & Medical Gas/Vacuum systems for several projects including St Luke's.
- · Learned how to proficiently use REVIT & AutoCAD to design projects and format permit drawings.
- Determined necessary system sizing and equipment selection for both plumbing and HVAC systems.