MICHAEL BAYOUK

STUDENT / HONORS GRADUATE
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INVOLVEMENT

August 2024 - Present
DevDogs Programmer
Leading a team on a large scale software project, leading to a 25% improvement in work efficiency

January 2023 - May 2024
Small Satellite Research Lab
Contributed to C++ software aiding in adjusting crucial elements of cube satellite launch

February 2022/-23/-24
Hackathons
Instructed teams of 4 members with one project earning a top 10% placement and resulting in an interview opportunity with a major tech firm

RELEVANT SKILLS

Java *Proficient*

Flutter *Proficient*

Firebase *Proficient*

C/C++/C# *Proficient*

Git *Proficient*

Unix *Proficient*

JavaScript *Proficient*

React.js/Next.js *Proficient*

Python *Proficient*

SAP UI5 *Intermediate*

Unity *Intermediate*

R Studio *Intermediate*

MongoDB *Intermediate*

TensorFlow *Foundational*

EDUCATION

University of Georgia, *B.S. Computer Science*   August 2021 - May 2025
Athens, GA

- Minor in Mathematics
- Certificate in Applied Data Science
- Current GPA of 3.85/4.00

Relevant Coursework

- **Data Structures:** Learned fundamental data organization methods (trees, graphs, hash tables)
- **Algorithms:** Developed skills in algorithm design, optimization, and analysis
- **Data Science:** Foundational data science techniques using Python
- **Computer Networks:** Studied network architectures, protocols, and security
- **Software Engineering:** Gained experience in software development lifecycles, design patterns, and collaborative coding practices through team projects

WORK EXPERIENCE

United Launch Alliance, *Internship*   June 2023 – August 2023
Denver, CO

- Led SAP/UI5 project, in which I presented project outcomes to 5+ key managers within the organization, communicating progress and results
- Utilized SAP, UI5, JavaScript, and Axure 9 to optimize workflow processes by up to 80%, resulting in a 40% reduction in processing times
- Took advantage of a structured Git workflow, managing over 30 pull requests and facilitating 20+ code reviews, leading to faster development cycles
- Collaborated in a team of 20+ members to develop and launch our own rocket, leading the software portion of the project from concept to a launch attempt

PROJECTS

PokédexApp in Flutter, *Personal*   May 2024

- Utilized GSON and JSON elements to extract and structure over 800 Pokémon data points from the PokéAPI
- Applied Object-Oriented Programming principles to reduce code redundancy by 30%, improving maintainability and scalability
- Integrated interactive features, including clickable Pokémon sprites for detailed views, type matchups, and evolution information, resulting in a 15% increase in user engagement
- Conducted over 100 hours of testing and debugging, identifying and resolving 65% of major issues before release
- Optimizations boosted app performance by 50%, significantly enhancing responsiveness and user satisfaction

Top-Down Puzzle-Based Game, *Personal*   August 2024

- Developed a sophisticated leveling and health system with over 10 unique player progression mechanics, leading to 25% longer average playtime
- Leveraged superclasses for efficient code reuse, reducing overall code complexity by 35% and accelerating development time by 20%
- Designed and integrated 10+ interactive object mechanics that increased player engagement by 30% through immersive puzzle-solving challenges
- Game has cross-platform compatibility, supporting 3+ devices and improving accessibility for a broader audience

Service Platform Mobile App, *Hackathon*   Feburary 2024

- Guided a team of 4 developers in the creation of an Android app for a University Hackathon, finishing in the top 10% of all projects submitted
- Launched a community-driven task assistance app that connected users in need with nearby helpers in order to accomplish a variety of task
- Implemented a secure authentication system using Google Firebase, securing the personal data of up to 2000+ users
- Oversaw DevOps practices, reducing development cycle times by 30% through streamlined workflows and integration processes

CURRENT ENDEAVORS

LANGUAGE STUDY: Japanese-speaking/writing/reading [Intermediate Level]
CS-BASED PROJECT: AI Media Recommendation WebApp [Creating TensorFlow Models]