

MICHAEL BAYOUK

STUDENT / MASTERS CANDIDATE
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EDUCATION

University of Georgia
B.S., Computer Science,
Concentration in Artificial Intelligence
Honors Program/Master's Candidate

August 2017 - May 2021
North Gwinnett High School
AP/Honor Roll Student

RELEVANT SKILLS

Front End Development
Back End Development
Java Intermediate
React/JS Intermediate
C/C++ Intermediate
Adobe Premiere Pro
Sony Vegas
Unreal Engine
R Intermediate
SAP/UI5 Intermediate
WebScraping
CSS/HTML
Arduino/Raspberry Pi Intermediate
Google Cloud Platform
Microsoft Office
Unix
Computer Hardware

CAREER OBJECTIVE

As a member of the Honors College at the University of Georgia, I intend on using my passion for Computer Science to serve as a liaison between current disparities and future developments. Outside of my career as a CS major, I also continue my passion for learning beyond the classroom by working on worthwhile passion projects including University Hackathons, API fulfillment to website infrastructure, and video game design.

PROFESSIONAL EXPERIENCE

United Launch Alliance, Internship
Denver, CO

June 2023 - August 2023

- Led SAP/UI5 project which I presented project outcomes to key members of the organization
- Proficient in SAP, UI5, JavaScript, and Axure 9 for optimized workflow processes
- Iteratively developed UI/UX designs in Axure, incorporating feedback for extensive refinements
- Effectively managed cross-functional teams while actively absorbing valuable insights
- Used a proper Git Workflow including managing pull requests to facilitate efficient code review
- Demonstrated adept use of SAP to optimize business operations through module configuration, data analysis, and workflow enhancement

SSRL, Flight Software Team
Athens, GA

January 2023 - Present

- Small Satellite Research Laboratory located at the University of Georgia
- Computer vision software library written in C++ and the Nvidia CUDA programming language
- Software currently includes SIFT feature detection, and SIFT feature generation
- SSRL Swarm Net uses an IP stack to distribute agent state data over a multicast capable network
- Bringing national and international recognition to UGA through continuous development of cutting edge technology

Target, Guest Advocate
Johns Creek, GA

May 2022 - Present

- Deliver items in a timely manner while maintaining guest satisfaction
- Facilitate seamless in-store and online shopping experiences
- Leverage cutting-edge e-commerce solutions to manage online orders
- Use advanced point-of-sale systems to efficiently process transactions and manage inventory
- Track customer preferences for a personalized shopping experience

RELEVANT EXPERIENCE

Collegiate Student Research, Researcher
Designed "iTunes API" GUI in Java

December 2022

- Project involves utilizing GSON and JSON elements to extract information from the Apple iTunes API in a structured and efficient manner
- Object Oriented Programming principles were applied to reduce code redundancy and improve overall program efficiency
- Comprehensive and informative comments were included in the codebase to document the thought process behind the project's development
- Adequate testing and debugging procedures were implemented to detect and correct errors and anomalies in the project

Participated in UGA Hacks event and submitted Java/React Project

February 2023

- Lead a team of 3 Individuals to construct a website that determines whether it is more cost effective for the user to fly or drive to a destination input by user
- Extensive use of multiple API's linking with each other in order to gather most up to date information
- Project involved multiple group members in an educative yet collaborative format and using git repositories to ensure an effective workflow
- Completed in a time constraint of under 36 hours
- Further developments being added to this day, following the events completion

CURRENT PROJECTS

LANGUAGE STUDY: German speaking/writing/reading [Beginner Level]

CS-BASED PROJECT: Creating Chess in OpenGL and Unreal Engine 5 Indie Game