

# 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 to use 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 devotion to 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 the 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 process transactions and manage inventory efficiently
- Track customer preferences for a personalized shopping experience

## RELEVANT EXPERIENCE

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

December 2022

- The 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

- Formed 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 the user
- Extensive use of multiple APIs linking with each other in order to gather the most up-to-date information
- The 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 are being added to this day, following the completion of the event

## CURRENT PROJECTS

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

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