

Michael Bayouk

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EDUCATION

University of Georgia, School of Computing

Bachelor of Science, Computer Science

Minor in Mathematics

Certificate Applied Data Science

Athens, GA

August 2021 - May 2025

Major GPA: 3.85/4.00

Relevant Coursework: Software Engineering, Algorithms, Data Science, Computer Networks, Data Structures

TECHNICAL SKILLS

Programming Languages: Java, C++/C/C#, Flutter, JavaScript, Python

Technologies: Git, Android Studio, SAP UI5, React.js/Next.js, R Studio, Unix, Axure

Database: SQL Server, FireBase, MongoDB

EXPERIENCE

United Launch Alliance, Information Technology Internship

June 2023 - August 2023

Denver, CO

- Led SAP/UI5 project, in which I presented project outcomes to 5+ key managers within the organization
- Utilized SAP, UI5, JavaScript, and Axure 9 to optimize workflow processes
- Incorporated a structured Git workflow, managing over 30 pull requests and facilitating 20+ code reviews
- Effectively managed multiple concurrent projects (2-4 at a time) with varying deadlines

PROJECTS

PokédexApp in Flutter, Personal Mobile Application

July 2024

- Applied Object-Oriented Programming principles to reduce code redundancy by 30%
- Utilized GSON and JSON elements to extract and structure over 800 Pokémon data points from the PokéAPI
- Conducted over 100 hours of testing and debugging, identifying and resolving 95% of major issues before release
- Optimizations boosted app performance by 50%, significantly enhancing responsiveness and user satisfaction

Service Platform Mobile App, Hackathon Group Project

May 2024

- Guided a team of 4 developers in the creation of an Android app finishing in the top 10% of all projects submitted
- Implemented a secure authentication system using Google Firebase, securing the data of up to 2000+ users
- Oversaw DevOps practices, reducing development cycle times by 30% through the use of branch-managing

2D Puzzle Based RPG, Personal Video Game

February 2024

- Developed a leveling and health system with over 10 unique player progression mechanics
- Leveraged superclass to reduce overall code repetition by 35% and accelerate development time by 20%
- Designed 10+ interactive mechanics that increased player engagement by 30% through puzzle-solving challenges

INVOLVEMENT

DevDogs & Google Developer Groups on Campus: UGA, Focus Leader

August 2024 - Present

Athens, GA

- Leader of a frontend team of 8+ members in developing a university web app, utilizing Node.js and React
- Assign tasks and responsibilities to team members, ensuring balanced workloads and timely progress
- Collaborate with project leaders in weekly meetings to align project goals and solve cross-functional challenges

Teaching Assistant & Peer Tutor, University of Georgia

August 2022 - May 2023

Athens, GA

- Tutored over 100 students of all ages in various subjects inside and outside of UGA
- Tailored to individual needs and helped students achieve a 20% average improvement in test scores