MICHAEL BAYOUK

STUDENT / HONORS GRADUATE
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EDUCATION

August 2021 - May 2025
University of Georgia
B.S., Computer Science
Minor, Mathematics
Magna Cum Laude Honors

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

RELEVANT SKILLS

Front End Development
Back End Development
Mobile Software Development
Java
Flutter
React/JS
C/C++
Axure 9
DevOps
Unreal Engine
R Studio
SAP/UI5
WebScraping
CSS/HTML
Arduino/Raspberry Pi
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 full-stack development.

PROFESSIONAL EXPERIENCE

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

- Led SAP/UI5 project, in 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*   January 2023 – Present
Athens, GA

- 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

RELEVANT EXPERIENCE

Collegiate Student Research, *Researcher*   May 2024
Designed "PokédexApp" in Flutter

- The project involves utilizing GSON and JSON elements to extract information from the PokéAPI in a structured and efficient manner
- Object Oriented Programming principles were applied to reduce code redundancy and improve overall program efficiency
- Integrated interactive features such as clickable Pokémon sprites for detailed views, type matchups, move effects, and evolution information to enhance user experience.
- Adequate testing and debugging procedures were implemented to detect and correct errors and anomalies in the project

Created Top-Down 2d Puzzle-Based RPG   August 2024

- A sophisticated leveling and health system was implemented to drive dynamic player progression and strategic gameplay.
- Leveraged superclasses for efficient code reuse, ensuring clean, modular, and maintainable code architecture.
- Designed and integrated interactive object mechanics to create engaging and immersive puzzle-solving challenges.
- Employed advanced coding techniques to enhance modularity, scalability, and overall game architecture efficiency.
- Optimized the game for cross-platform compatibility, allowing seamless play across multiple devices.

Guided a Team to create Service Platform Mobile App   January 2024

- Orchestrated a team of four individuals, including myself, in the development of an Android application using Android Studio for a University coding event
- The project's main concept was a way for a person to request help from local users to accomplish a specific task needed by said person
- Implemented a secure authentication screen allowing users to create accounts and log in with encrypted data storage
- Designed an intuitive user interface enabling the creation of tasks that were dynamically shared with nearby users possessing the requisite skills
- Implemented and oversaw DevOps practices to streamline development workflows

CURRENT PROJECTS

LANGUAGE STUDY: German-speaking/writing/reading [Beginner Level]
CS-BASED PROJECT: Media Recommendation WebApp