

MICHAEL BAYOUK

STUDENT / MASTERS CANDIDATE
www.michaelbayouk.uk

+1 (612) 309-2965

michaelbayouk@gmail.com

linkedin.com/in/michaelbayouk/

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
Mobile Software Development
Java Intermediate
Flutter Intermediate
React/JS Intermediate
C/C++ Intermediate
Adobe Premiere Pro
DevOps Intermediate
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 full-stack development.

PROFESSIONAL EXPERIENCE

United Launch Alliance, Internship
Denver, CO

June 2023 – August 2023

- 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
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

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

Guided a team to create an interactive Mobile App with Android

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

Participated in UGA Hackathon 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 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 a Pokedex App with Flutter