

Michael Nugent

Entry-Level Software Engineer

Summary

Recent BS Computer Science graduate with electives in databases, web development, software engineering, and artificial intelligence. Possesses a decade of non-industry work experience. Completed multiple high-quality academic projects.

Contact

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Education

BS Computer Science

California State University,

Fresno

August 2022

magna cum laude

Skills

Object Oriented Programming

- C / C++

Web Development

- HTML / CSS
- JavaScript
- LAMP / MERN

Software Engineering

- Cohesion / Coupling
- SOLID Principles
- Testing

Operating Systems

- Windows Powershell
- Linux Terminal / Bash Scripts

Work Experience

02/2017 to 08/2018 **OTR Driver**, Prime Inc. – Springfield, MO

Transported refrigerated products through all 48 contiguous states. Met appointments, efficiently managed fuel expenditure, and successfully complied with government time regulations through rigorous logistics.

10/2014 to 01/2016 **Background Actor**, Central Casting – Burbank, CA

Worked with 2nd Assistant Directors to implement choreography, select wardrobe, and authentically portray atmosphere characters for television and movie scenes.

03/2013 to 09/2014 **Cashier**, Starplex Cinemas – Irvine, CA

Took concession orders, sold tickets, restocked supplies, cleaned theaters, ensured movie quality, and fielded guest complaints.

03/2011 to 05/2012 **Student Technician**, California State University, Fresno – Fresno, CA

Assisted faculty, staff, and students in computer related tasks through product research, skills development, and feature testing.

Academic Projects

Evolutionary Algorithms via N-Queens problem

Applied bio-inspired principles of natural selection to randomly generated solutions until a “fittest” was identified. Results reinforced notion that algorithmic insights trump brute force approaches as a problem specific method rapidly outperformed a generic one.

State Space Search via Puzzle Slider domain

Continuously explored possible routes through various methods (breadth, depth, iterative deepening, a*) with and without heuristics (misplaced tiles, Manhattan distance) to determine optimal solution. Only student to solve hardest problems; changed array to hash table for constant time O(1) look-ups.