

# Bishop Kammeraad

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in <https://www.linkedin.com/in/bishop-kammeraad-80593b204/> 🐙 [https://github.com/porkedchop\\$0](https://github.com/porkedchop$0)

## Education

**University of Michigan - Ann Arbor**

*Sep 2020 to Aug 2025*

*BS in Computer Science, BS in Economics*

- **Coursework:** Data Structures and Algorithms, UI Development, Software Engineering, Database Management Systems, Econometrics, Micro and Macro Economic Theory, Corporate Finance, Money and Banking, Game Theory

## Projects

### RenderCV Open-Source Project

- Contributed to the project by resolving bugs and implementing user-friendly features, with successful merges into the main repository.
- Collaborated closely with maintainers to enhance functionality, ensuring code met project standards for quality and usability.

### Among Us Game Engine

- Implemented a real-time game engine for "Among Us", supporting multiplayer interactions with detailed game logic, including tasks, sabotage, and player dynamics.
- Applied data structures such as hash maps for efficient player and task tracking, priority queues for event timing, and graph traversal for pathfinding.
- Built features to enhance performance and ensure responsive interactions, including custom memory management and asynchronous event processing for high concurrency.

### Log Manager (LogMan)

- Fully implemented a log management tool for processing large-scale log files in a university setting, using optimized data structures to achieve high performance.
- Constructed data structures like indexed lists and hash maps to enable efficient storage, search, and sorting of logs by timestamp, category, and keywords.
- Integrated advanced functionality, including search filters, sorting options, and an excerpt list for key log entries, with built-in error handling for a seamless user experience.

### AI-Powered Ticket Negotiation Tool

- Developing a program that identifies optimal price ranges for ticket purchases, fed in manually, and negotiates using a ChatGPT plugin. The tool is designed to secure tickets at market buy prices to enable higher-margin resale later.

## Experience

### Mentee, Mentorship Program

*Detroit, MI*

*Microsoft*

*Jun 2024 to Aug 2024*

- Analyzed organizational data to understand leadership strategies and decision-making patterns.
- Enhanced data communication skills, focusing on reporting insights to my mentor effectively.
- Gained exposure to strategic planning and data-driven decision-making through close observation of senior management.

### Technical Staff

*Remote*

*Prophets Group*

*Jan 2019 to Apr 2021*

- Managed user experience, focusing on optimizing user interaction and satisfaction through design and functionality enhancements, leading to a 15% increase in user engagement and a 10% improvement in customer satisfaction ratings.
- Engineered the automation of backend processes, improving efficiency by 12% and reducing processing by 20%.

## Skills

**Programming:** C++, C, Java, C#, SQL, JavaScript, Python, COBOL, React-JSS, html, jQuery

**Database Management & Cloud Computing:** SQL, MySQL, Oracle, AWS, Azure, Google Cloud (GCP)

**Data Analysis & Quality Assurance:** Excel, Stata, MATLAB, R, Tableau, Test Automation, Bug Tracking

**Economic Modeling:** Regression, Time Series, Panel Data Analysis, Game Theory, Optimization and Equilibrium Models

**Languages:** English - Native, German - Intermediate (B2), Spanish - Basic (A2)

## Activities

**University of Michigan Student Ticket Group Owner:** Facilitates and manages multiple groups with over 9,000 verified students, alumni, and staff. Implemented an automated plug-in script for identity verification and fraud prevention.

**Online LEGO Resell Store:** Owner; specializing in the reselling of high-end LEGO collectibles. Over \$1 million in total revenue. Officially licensed under the LEGO Group.

**Mensa:** Inducted in 2022.

**Association for Computing Machinery:** Inducted in 2021.