

Michael Whitlock

Software Engineer II

Michael Whitlock

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Skills

Java, Spring, Oracle, Jenkins, Tower, Git, C, C++, C#, A*, RRT*, GLSL, OpenGL, LISP, ProLog, Python

Experience

Bank of America / Software Engineer II

June 2022 - PRESENT, Jersey City, NJ

- Java development with Spring framework to assist in maintenance/expansion of REST API middleware services
- Coordinate with team around release activities by drafting DTS document and scheduling tasks with multiple teams involved
- Refactor Spring middleware service
- Acquire and document knowledge on deployment through Openshift
- Share KT with teammates whenever possible

Bearable Games / Founder

January 2020 - June 2022, North Haledon, NJ

- Developed Massively Multiplayer game in Java
- Created RESTful APIs grouped into several microservices with Spring boot
- Created collaborative suite of build tools to facilitate content creation
- Leveraged pathfinding algorithms, bearer tokens, and Steam API

Education

Ramapo College / Bachelors of Science., Computer Science

Jan 2020 - May 2022, LOCATION

Co-authored machine learning paper to classify hand gestures

Focused on robotics, interactive gaming, pathfinding, and SQL

Developed a fully functional Multi-User Dungeon integrated into Discord

Bergen Community College / Associates, Technical Studies

Jan 2020 - May 2020, Paramus, NJ

Focus on Assembler and Graph theory

Publications

“Effectiveness of Classifiers to Identify Hand Gestures with Motion Capture Coordinate Markers,” IEEE Xplore Digital Library, Jan 2021

