Sydney Micklas

smicklas.github.io

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Seeking job opportunities to extend software engineering knowledge & apply hands-on experience.

Education

- Michigan Technological University   (Grad. Spring 2019)
  - B.S Software Engineering, 4th year   (GPA 3.08)
  - Husky Game Development Enterprise: Vice President of Communication   (2018-2019)
    - Maintaining email lists, GitHub repositories, Slack channels
    - Managing group of 60+ students, working with faculty advisor

Skills & Experience

- C++, C, Java, HTML, CSS, MIPS, mySQL, C#, Android Development, Ruby on Rails
- Wolfram Alpha, Unity, AutoDesk (AutoCAD, Inventor), GitHub, Adobe XD, Microsoft Suite, Slack
- Leap, Arduino, Pixy, Raspberry Pi, Linux, Windows
- Database management
- Agile development

Projects

- Autonomous, color seeking robot with Android App companion
  - Vision tracking, Arduino, Pixy
- VR drawing application, VR piano   (Hackathon 2017)
  - Leap motion sensor, Unity
- Husky Game Development Enterprise   (2017-2019)
  - Worked on interdisciplinary team to develop 3 semester long games
  - Collaboration & design using Git, Slack, Google Drive
  - Developed in Unity using C#
- Team Software Project: Social media Android app   (2017)
  - Worked with 2 other students to develop in Android Studio & web app companion
  - Utilized Scrum (agile) software development process
- Wikipedia Site
  - Working with 4 other students in Agile development setting   (2018)
  - Continuous Integration

Robotics

- FRC (FIRST Robotics Competition)   (2012-2015)
  - Dean's List Finalist   (2014)
  - Project Manager & Team Leader   (2015)
    - Guided team of 60+ students
    - Facilitated discussion & 6-week design process