

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
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Skills & Experience

- C++, C, Java, HTML, CSS, MIPS, MySQL, C#, Android Development
 - Wolfram Alpha, Unity, AutoDesk (AutoCAD, Inventor), GitHub, Adobe XD, Microsoft Suite, Slack
 - Leap, Arduino, Pixy, Raspberry Pi, Linux, Windows
 - Database management
 - Agile development
 - Willingness to expand upon CS knowledge & learn new languages/technologies
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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#
 - Exposure to Python
 - 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
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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
 - Worked closely with mentors from industry
 - Coaching & educating students on proper use of machining tools