MICHAEL LAMBO

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EDUCATION

Xavier University of Louisiana.
GPA: 3.98
Bachelor of Science (**Computer Science**) December 2024
Relevant Coursework: Mobile App Development, Computer Organization and Architecture, Data Structures, Software Development, Design & Analysis of Algorithms, Operating Systems, Database, Computational Science & Engineering.

SKILLS

Java • Python • JavaScript • Typescript • HTML • CSS • React • Soy • Jetpack Compose • Kotlin • Dart • Flutter • Android Studio • Figma • MongoDB • Firebase • RStudio • Boq Web

WORK EXPERIENCES

Google – Sunnyvale, CA — May - August 2024 SWE Intern

- Designed and implemented migration for attachment chips that appear in Gmail's inbox landing page, replacing custom Gmail code with cross-product library.
- Built upon cross-product library to develop new functionality for Gmail attachment chips.
- Collaborated across teams including Google Workspace and performance.
- Set up experiments for changes using Google and Gmail's experiment frameworks.

Google – Cambridge, MA — May - August 2023 STEP Intern

- Enhanced user flows within Google's "remove results about you" feature, which allows users to request the removal of information from the web. Implemented features that actively streamlined the request appeal process for users.
- In general, 61% of users have their requests denied, yet only 6% file appeals. The goal of this project was to optimize the appeal process for users to significantly increase the rate of appeals being filed.
- Worked in Boq Web and incorporated Soy templating, Python, Typescript, and Flag guarding techniques.

Google – Mountain View, CA — May - August 2022 STEP Intern

- Developed an internal web tool using Flutter that allows teams at Google to test their features and prototypes.
- Designed a form that team members utilize to input precise feature specifications. After the form is submitted, a QR code that encodes user-entered data is generated and the desired feature is displayed upon scanning.
- Worked primarily in Android Studio using Flutter and Dart programming language.

PROJECTS

- **Focus Buddy:** Developed a web application that uses real-time face detection to help students maintain focus during online study sessions by tracking their attention span and providing alerts when they get distracted. Integrated a dashboard for users to review session stats and visualize focus trends over time, with session data stored securely in MongoDB and user authentication handled by Firebase.
- **UI for On-demand Laundry Service:** Using Figma, I designed the user interface for a prototype application that serves as an on-demand laundry delivery service. The application allows users to register and seamlessly request laundry pick-up and drop-off services at their desired locations. The prototype illustrates a practical solution for an on-demand laundry delivery service, enhancing user convenience and satisfaction.
- **NACHOS Multiprogramming Operating System:** extended an Operating System to allow multiple processes to exist in memory at the same time, in addition to enabling user program output. This project utilized a paged memory allocation scheme.
- **BE-SMART Hackathon:** Developed an application that allows users to easily create membership accounts for American Airlines. As part of a team, I created a seamless onboarding process for the American Airlines rewards program. Our team designed an application that extracted relevant information from users' flight registration and then automatically populated the membership sign-up form, streamlining the process of becoming a member.
- **Fast-food order application**: Developed a responsive Food Order website using HTML, CSS, and JavaScript. This user-friendly website allows users to explore different restaurant options, place orders for their favorite foods, and enjoy a seamless experience thanks to the responsive layout.
- **YouTube Clone**: Implemented a fully working YouTube home page clone using HTML, CSS, and JavaScript.

ASSOCIATION/SERVICES

- Member of the **NSBE** (National Society of Black Engineers).
- Member of Xavier University of Louisiana's **Computer Science Club**.
- Executive on Xavier University of Louisiana's **International Student Association.**
- Led and facilitated Python workshops, providing hands-on instruction and guidance to participants.
- **Volunteer work**: Environmental cleaning, helped clean and arrange disassembled food stores in New Orleans.

CERTIFICATIONS/RECOGNITION

- Earned certification in "The Complete Figma Course: Designing Mobile & Web App UI/UX," demonstrating proficiency in creating intuitive and responsive designs for digital platforms (November 2023).
- Recipient of Board of Trustee's Scholarship which covers four years of tuition and housing.
- Dean's List (All Semesters)

Personal Statement

My academic and professional journey has solidified my passion for software engineering, particularly in the areas of frontend design, UI/UX, and user-centric development. I am drawn to these fields because they combine creativity and technical precision to create digital experiences that are both intuitive and impactful. My educational objectives are centered on deepening my understanding of the principles that make for seamless user experiences while pushing the boundaries of what is possible in software design. This pursuit, along with my career aspirations to create cutting-edge, user-centered technologies, is what motivates me to apply to **Columbia University's Computer Science graduate program**.

During my undergraduate studies at Xavier University of Louisiana, I developed a robust foundation in computer science with a focus on software development and human-computer interaction. My coursework in areas such as mobile app development, design and analysis of algorithms, and operating systems equipped me with technical skills, while my projects honed my ability to translate those skills into solutions that prioritize user needs. Notably, I developed "Focus Buddy," a web application that uses real-time face detection to help students stay focused during online study sessions. This project sharpened my skills in frontend development and backend integration, as I utilized MongoDB and Firebase to create a dashboard for users to visualize their attention trends. These experiences have fueled my ambition to pursue research and advanced coursework in integrating emerging technologies, such as AI, into user-facing solutions.

My three internships at Google have been pivotal in shaping my professional path. In my first internship, I built an internal web tool using Flutter that allowed teams at Google to test prototypes and features. This experience demonstrated the importance of efficiency and scalability in tool design and broadened my perspective on how small-scale tools can create a significant impact. In my second internship, I enhanced the user flow for Google’s "remove results about you" feature, focusing on improving the request appeal process. This project was particularly rewarding because it merged my interests in privacy protection with intuitive UI/UX design, showing me how impactful user interfaces can be in addressing real-world concerns. My final internship involved migrating custom attachment chips in Gmail to a cross-product library, further advancing my skills in creating scalable frontend solutions that enhance user satisfaction. Through these internships, I not only strengthened my technical capabilities but also deepened my commitment to creating user-friendly, impactful digital experiences.

My intellectual curiosity and professional passion for frontend development, combined with my drive to explore the integration of AI and emerging technologies into user-facing systems, make **Columbia University's Computer Science graduate program** an ideal fit for my academic pursuits. Columbia's emphasis on interdisciplinary research and its strong focus on human-computer interaction align perfectly with my goals. I am particularly excited about the opportunity to work with faculty members like Professor Steven Feiner, whose work in augmented reality and UI/UX design resonates with my interests. Additionally, Columbia's

cutting-edge research facilities, such as the Computer Graphics and User Interfaces Lab, provide an inspiring environment for innovation in user-centered design. The vibrant academic community at Columbia, known for its commitment to pushing technological boundaries while addressing real-world challenges, is exactly where I envision advancing my studies.

In the long term, I aim to contribute to the development of tools and interfaces that push the boundaries of traditional design and significantly enhance user experience. I see myself working as a software engineer with a focus on UI/UX, designing solutions that seamlessly integrate functionality with creativity to meet users' evolving needs. I believe **Columbia University's program** will provide me with the advanced knowledge, research opportunities, and collaborative environment necessary to achieve these goals.

Thank you for considering my application. I am eager for the opportunity to join the **Columbia Engineering** community and contribute to its legacy of innovation and excellence in computer science.