

Michael Fisher

email: michaelfisher125@gmail.com

Software Engineer | <https://michaelfisher.me>

TECHNICAL SKILLS

- Languages: C#, C++, C, Python, Ruby, Java, HTML, CSS, Scheme
- Platforms: Microsoft Windows, Linux, Apple macOS
- Programs: Unity 3D, Unreal Engine, Git

EDUCATION

Indiana University, Bloomington, IN

Bachelor of Science in Computer Science

December 2016

Certificate: Game Studies

Cumulative GPA: 3.275 /4.0

Honors and Awards:

- Dean's List, Fall 2013 & Fall 2016

WORK EXPERIENCE

TheSages.com, Inc., Boca Raton, FL

August 2017 – Present

Software Engineer

- Developed a web scraper in Python to pull data from a web-facing database to assist in data migration

Salty Hamster Games, Bloomington, IN

August 2015 – May 2016

Programmer

- Worked with an 8-person team to create a game, *Frankenship*, in the Unity Engine using C#
- Utilized agile development methodologies to work towards a completed project
- Wrote code for the health system, camera movement, menu interactions, movable object spawning, and input management throughout the development of the game

Center for Research in Extreme Scale Technologies, Bloomington, IN

Research Intern

June 2014 – May 2015 & August 2015 – December 2015

- Streamlined existing software solutions for mobile testbed
- Assisted in design of a mobile testbed for a high-performance computing platform
- Developed the serial communications program in C to interact with the testbed

JPMorgan Chase & Co., Chicago, IL

Summer Technology Analyst

June 2015 – August 2015

- Performed code cleanup that increased the speed of an application and reduced the application's size by half
- Learned to work with an offshore team to complete project requirements
- Became familiar with agile software development in the context of a large team

ACADEMIC PROJECTS

Advanced Video Game Design and Production

Fall 2014

Programmer

- Designed and prototyped a 2D platformer in three months
- Wrote code for player movement, enemy collision, player health, and object interactions

ACTIVITIES AND LEADERSHIP EXPERIENCE

Hoosier Games, Bloomington, IN

Programmer/Designer

January 2013 – May 2016

- Worked with lead project designer to implement the vision of game prototypes
- Collaborated with a team of designers and programmers in developing the game