

MICHAEL A. ROBERTS

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Permanent Residence: 2782 Lost Lakes Drive, Powder Springs, GA 30127

EDUCATION

Emory University, Atlanta, GA

Graduated May 2022

Course: Bachelor's in Computer Science

SKILLS

Languages: Java, C, C#, C++, Python, JavaScript, SQL

Technology: Windows, Mac, Linux, Git, Node.js

Software: Visual Studio, MySQL, Unity, Office

Certifications: AWS Solutions Architect - Associate

WORK EXPERIENCE

Amazon Web Services Inc., Seattle, WA

July 2022 - April 2023

Full-Stack Engineer

- Developed and maintained scalable and reliable applications on AWS to meet unique customer demands
- Used services such as EC2, S3, Lambda, and RDS, and languages such as Python, Javascript, Typescript, and SQL
- Improved application performance by optimizing database queries, utilizing caching mechanisms, and accelerating content delivery through a CDN
- Achieved 100% SLA integrity by implementing robust programming practices, participating in on-call rotations, responding to incidents promptly, and creating accessible project documentation

Amazon Web Services Inc., Seattle, WA

May 2021 - August 2021

Software Development Engineer Intern

- Designed and implemented software solutions using cloud computing and serverless technology
 - Collaborated with teammates and management in a SCRUM-based environment
 - Produced scalable chatbot assistant as capstone project with documentation for further development
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PROJECTS

MMM-MoonPhase

Completed/Maintaining

Technology Used: JavaScript, CSS, Git

- An open source contribution to the project "MagicMirror" for UI addition to display current moon phase
- Implemented a meteorological data collection protocol using the OpenWeatherMap api
- Added functionality to periodically update a graphical display of current moon phase

Project Tracker & Enablement Resource

Completed

Technology Used: TypeScript, AWS, npm

- An intuitive and flexible web application capable of returning information pertaining to AWS services
- Accelerated access for users to knowledge of AWS services
- Achieved a low-cost and highly available deployment using serverless architecture and cross-region replication

The Longest Road

Completed

Technology Used: C#, Unity, Git

- A video game with combat, enemy AI, collectible items, player stats, and progression systems
 - Built with Unity in C# for compatibility across different hardware such as PC and mobile phones
 - Artwork and sprites developed using Asperite and animated using Adobe After Effects and Unity
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ADDITIONAL ACTIVITIES

National Society of Black Engineers: Active member since 2021; Organized interest meetings & mentored students on opportunities in STEM and avenues of success in software development

Hack ATL: Fall 2021, 1st Place, Led team to design app to teach dance choreography with steps and animations