Michael Frye

63 Hillcrest Ave, Manchester NH

michaelfrye97@outlook.com | (603) 339-6167 | https://github.com/MikeSemicolonD/

EDUCATION:

Southern New Hampshire University   Manchester, NH
Bachelor of Science in Computer Science   Expected May 2021
Minor : Robotics
GPA : 3.5

TECHNICAL SKILLS:

Languages	C#, C++, C*, Java*, Python*
Web and Mobile	HTML, Javascript, CSS*, T-SQL, M.V.C., PHP*, MySQL
Tools	Unity Engine, Visual Studio, Git, SQL Server Management Studio, AWS EC2*

*Proficient

PROFESSIONAL EXPERIENCE:

True Balance Solutions LLC (D.B.A. Leaderscape Corp.)   Libertyville, IL
Full Stack Software Developer   March 2019 - Present
- Work remotely with a small team to create new features and fix front-end/back-end issues.
- Create and document a way to locally deploy our main application on Windows and MacOS.
- Implement Globalization into the main application, allowing it to be used in other countries.
- Create a new application from the ground up, to allow the team to better support our clients.

F.I.R.S.T. (For Inspiration and Recognition of Science and Technology)   Manchester, NH
IT Department : Software Engineering Summer Intern   June 2019 - August 2019
- Worked to fix bugs and move features into another newer application.
- Created documentation for updating and debugging one of their newer applications.
- Worked with the Business Department and other departments to verify and fix reported bugs.

PROJECT EXPERIENCE:

The Janinator (Personal Project)   October 2017 - Present
- Co-designed and developed a game centered around a janitor who's job is to stop experiments from escaping a research facility using a variety of traps and weapons.
- Work in a team of other 3D artists to add new features and 3D models into the game.
- Showcased an Alpha demo at PAX EAST 2018 with the help of Southern New Hampshire University, bringing awareness to our project as well as SNHU's Game Design program.

ADDITIONAL EXPERIENCE:

Southern New Hampshire University (Paid Position)   Manchester, NH
Learning Fellow   September 2019 - December 2019
- Assisted students in understanding and applying the programming concepts taught in the class.
- Taught a lecture focusing on Branches, Vectors, Input/Output and User Defined Functions, reenforcing all of the key subjects taught throughout the class.

F.I.R.S.T. Robotics Competition (Team 238)   Manchester, NH
Student Java Programmer   January 2016 - June 2017
- Created a system to modify/save robot data during runtime, increasing the team's practice time which helped us to win two state competitions.
- Created, tested, and debugged robot code as needed ensuring code robustness.