Michael Gwynn
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Skills

· **Programming Languages**: C#, C++, Java, Lua, and Python
· **Technologies:** HTML, SQL, CSS, Javascript, Ladder Logic, PS4 SDK, XNA, Machine Learning
· **Proficiencies:** Debugging and Troubleshooting

Work History

March 2019-Present: Full Stack Developer, Factory Systems - A Symbrium Group.
- Updated and maintained legacy applications for clients
- Utilized .net framework and core to create a web app for displaying and charting data acquired by a desktop application
- Created user interfaces and controls logic for Capital Machines designed by Symbrium
- Helped develop a single board device to work as a data collection device for factories

June 2016 – Jan. 2017: Senior Game Developer, KSU
- Worked with a team of students and a professor to create a game for a client
- Developed UI, Combat Mechanics, Enemy AI, and Data Management
- Mentored younger teammates and provided assistance when needed
- Integrated systems team members made into the main project

Technical Experience

Mobile Development and Integrated Circuits
- Modified an existing windows service to run on a raspberry pi
- Created an app in Xamarin to communicate with the service and allow for configuration of the device

UI/UX
- Used first party software to develop User Interfaces for machines
- Used C# to create software that communicates with machines and acts as an interface
- Updated old UI to look more modern and made changes across our platforms to make UI/UX more consistent
- Created new features requested by clients

Controls Programming
- Learned and used multiple brands of PLC and HMI programming solutions including Siemens, Mitsubishi, and Automation Direct
- Translated code from existing machines to different PLC technologies
- Developed algorithms for and programmed Capital Machinery designed by Engineers
- Created UI across multiple platforms for machines that maintained the look and feel of earlier machines

PS4 SDK
- Learned aspects of the PS4 SDK through API documentation
- Directly manipulated memory for projects, wrote a report on a specific part of the API, and created a game using low level framework

Machine Learning and Artificial Intelligence
- Class with 3 projects: A sudoku solver, Minimax algorithm, and a neural net
- Sudoku Solver: Parsed a text file for the input puzzle and ran algorithms to solve
- Minimax algorithm: Implemented using alpha-beta pruning to play connect 4
- Neural Net: Bonus project. Used preprocessed inputs to identify written numbers

Education

Southern Polytechnic State University – 2012 – July 2016 – BS Computer Game Design and Development with a concentration in Media Production. Minor in Software Engineering.