

Michael G. Nelson

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Current Address
228 North Foster
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Permanent Address
252 Shirley Drive
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Objective

To obtain a full time position that will allow me to utilize my technical, creative, and analytical skills to develop software systems.

Education

- Michigan State University, East Lansing, MI May 2015
 - Bachelor of Science in Computer Science
 - Bachelor of Arts in History
 - Specialization in Game Design and Development

- Ernest W. Seaholm High School, Birmingham, MI May 2010
 - High School Diploma
 - Cumulative Weighted GPA 3.8 (Senior Year 4.2)
 - Accredited with nineteen advanced placement hours (credits)

Experiences

- Project Manager for Cube2Cube Summer 2014- Current
 - Managed a team developing a website and games for language learning
 - Used HTML, CSS, and PHP for website
 - Unity3D and C# for game development
- Web Development for Global Observatory for Ecosystem Services Summer 2014
 - Developer on a Django website for a contract with the Indian Government
 - Used Python and Javascript to develop
 - Systems Administration / IT work
- Website Administrator Summer 2013- May 2014
 - Maintained websites for MSU's Engineering Career Center
 - Used Drupal to manage and update
 - Wrote code in PHP and HTML for sites
- Study Abroad in Spain Summer 2013
 - Intensive language course near Madrid, Spain
 - Obtained Spanish language competency
 - Fulfilled second year language requirements
- Baldwin Youth Center, Pontiac, MI Summer 2012
 - Intern / Teachers aide for a non-profit organization that administers a summer youth program
 - Taught elementary and middle school math and game design to underprivileged youths

Awards

➤ Dean's list (Spring 2012, Fall 2012, Spring 2014)

Software / Languages

➤ C / C++ / C#
➤ Java
➤ HTML5, CSS, Java Script
➤ Python
➤ PHP
➤ MySQL / MSSQL

➤ Visual Basic
➤ Action Script
➤ Microsoft .NET
➤ Unity 3D
➤ OpenGL