

Michael Samper

Computer Science Student

msamper13@gmail.com
www.github.com/msamper
www.michaelsamper.com
(786) 320-2131

EDUCATION

UNIVERSITY OF FLORIDA
B.S., Computer Science
August 2015 - May 2019
3.60/4.00 GPA

- ◆ Applied Discrete Structures
- ◆ Data Structures and Algorithms
- ◆ Intro to Computer Organization
- ◆ Intro to Software Engineering
- ◆ Engineering Statistics
- ◆ Operating Systems
- ◆ AI for Computer Games
- ◆ 3D Audio Interfaces
- ◆ Info and Database Systems

SKILLS

- ◆ C++
- ◆ Python
- ◆ Java
- ◆ Scala
- ◆ React
- ◆ Node.js
- ◆ C
- ◆ Hadoop
- ◆ MySQL
- ◆ MongoDB

EXPERIENCE

SOFTWARE ENGINEER INTERN @ TWITTER

May 2018 - Present

- ◆ Working on Twitter's internal A/B testing and experimentation framework
- ◆ Developing architectural changes in Scala to improve metrics availability for users
- ◆ Collaborating with a team of 8 to improve SLAs and pipeline functionality

SOFTWARE ENGINEER INTERN @ ADOBE

May 2017 - August 2017

- ◆ Performed Full-Stack development for the Data Discovery and Governance team
- ◆ Created a model-view-controller web app with a MERN stack that allows engineers to query RESTful APIs
- ◆ Optimized user interaction with the internal data discovery service through UI design

PRESIDENT/CO-FOUNDER @ MINORITIES IN TECH

January 2018 - Present

- ◆ Created an organization to help make the computer science department a more receptive space for underrepresented minorities
- ◆ Overseeing and directing an executive board of 5
- ◆ Planning technical and behavioral workshops to help students develop skills needed for industry

PROJECTS

GAINESVILLE A.V.'S

A MEAN stack web application to learn more about Gainesville Autonomous Vehicles, track their real-time location, and provide feedback on the service.

ADVENTURE TIME

A C++ text-based adventure game creating using OOP principles with a turn-based battle system and elaborate story development.

YOU CAN'T SEE THESE

A Google Chrome extension created with Bootstrap to help identify most visited websites and block those posing a distraction to improve productivity.

GATORMAN

A UF themed Pac-Man prototype written in Java during HackPrinceton with a four person team.

AWARDS

Gators of Tomorrow, 2016

One of 25 honored from 350 students for a leadership conference for first-year student leaders who strive to create positive change at UF.

Machen Florida Opportunity Scholar, 2015 - Present

A full scholarship to the University of Florida awarded to academically talented, low-income, first-generation undergraduate students.

Hispanic Heritage Youth Award, 2016

Awarded the regional silver medal for Innovation and Technology among 10,000 applicants and granted a \$1,000 scholarship.