

Michael Burdick

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(469) 408 3121
Plano, TX

Education

Bachelor of Science in Computer Science

Bachelor of Arts in Arts and Technology (Game Design Focus)

The University of Texas at Dallas, Graduating Cum Laude Spring 2017 (Expected)

3.767 GPA

Experience

Splitsville Lanes - Fairview, TX

Barback/Mechanic, Food Runner, Busboy

June 2013 - Present

- Collaborated with a team of barbacks, mechanics, and bartenders to meet customer needs behind the bar and on the bowling lanes
- Crafted positive experiences for bar customers through quality customer service and efficient task management in a time-sensitive environment

Target CW (assigned to id Software) - Richardson, TX

Temporary Play Tester

October 2015

- Gave feedback on a Bethesda published title in a user testing lab environment

Academic Work/Projects:

- Worked with a partner to develop several simple AIs in Java, including one capable of playing Capture the Flag, for CS 4365 Artificial Intelligence
- Developed multiple AIs and Machine Learning programs, including Neural Nets and classifiers, for CS 4365 Artificial Intelligence and CS 4375 Machine Learning
- Led a team of 4 to plan development of a scheduling application using Agile methodologies for CS 3354 Software Engineering
- Worked with multiple teams of 4 to develop a series of board games under strict time and feature constraints in ATEC 3351 Game Design

Skills and Qualifications

- Java, C++, Python, Prolog, HTML, and CSS
- Experienced with Git, UNIX, Visual Studio, Unity, Eclipse, PyCharm, and Axure
- Trained in Agile development methodologies

Awards and Commendations

- Awarded an Academic Excellence Scholarship (Honors level) from The University of Texas at Dallas

References available upon request