Michael Yarmoshik

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EDUCATION

Georgia Tech   **Sep 2024 - Jun 2026**
Master of Science in Computer Science

University of Washington | *3.9 GPA*   **Sep 2022 - Jun 2024**
Bachelor of Science in Computer Science

TECHNICAL SKILLS

Languages: Java, Javascript, Python, Typescript, C, C++, C#, Erlang, SQL, R, Liquid   **Operating Systems:** Windows, Linux, MacOS
Technologies: Git, MySQL, NodeJS, React, NextJS, HTML, CSS, Apache, JetBrains, VSCode, VirtualBox, Office 365, Google Suite

EXPERIENCE

Web Design Intern | *YouthPNW*   **Dec 2023 - Present**
- Contributed to planning sessions with a development team for a **web app** for **over 2000** Christian youth in the PNW.
- Utilized a variety of tools including **Google Maps**, content management system (**CMS**), and external resource embedding.

Software Developer Lead | *ZeroToil*   **Mar 2021 - Present**
- Mentored a development team of **3-4 individuals**, resulting in over **30,000 purchases & downloads** in a marketplace.
- Created and oversaw a support community boasting **900+ members**, with over **2500 users** across **1000+ personal projects**.
- Built and sustained a documentation website (dev.zerotoil.net) using **Markdown**, **Liquid**, **Jekyll**, and **GitHub Pages**.

Paraprofessional (TA) | *University of Washington Tacoma*   **Apr 2024 - Present**
- Supported professor in delivering support to over **30 students** in **C**, **Erlang**, and **Python** labs, improving their knowledge.
- Facilitated group discussions and one-on-one assistance to students, making a collaborative learning environment.

Competitions: PSPC Spring '24 (*1st Place*), ICPC '23 (*3rd place UW*), PSPC Fall '23 (*2nd place*), PSPC Spring '23, ICPC '22, PSPC Fall '22

PROJECTS

Advanced Leveling System | *Video Game Plugin*   **Dec 2021 - Present**
- Collaborated with a team of 3 and developed a fully configurable plugin through **YAML** using the SpigotMC API in **Java**.
- Integrated efficient **MySQL**, **MariaDB**, **SQLite** functionality using **JDBC** to manage and store multi-server user data.
- Attained over **10,000** downloads and **50** five-star reviews with over **500** servers & **1200** players using the project.

Media Team | *Slavic Gospel Church*   **Jan 2020 - Present**
- Converted outdated database with over **3300 songs** and over **2400 Bible verses** to the new system using **Python**.
- Served a community of over **500 individuals** by creating graphics, displaying visuals, and operating livestreams.
- Collaborated in multiple multimedia projects to boost online presence and outreach for the church community.

Dissonant World | *Video Game*   **Jan 2024 - Mar 2024**
- Created a free-to-play 2D RPG where players explore a **pseudo-random seeded generated** world and utilize its resources.
- Designed dynamic monster **AI** encounters where players can defeat enemies coded in **JavaScript**, **HTML**, and **CSS**.
- Implemented player-driven mechanics for breaking and playing blocks using a layered canvas by **update-render repeat**.

HuskyHuddle | *Web Instant Messaging Platform*   **Dec 2023 - Mar 2024**
- Developed real-time messaging, multimedia attachments, and dynamic message editing capabilities in a team of 4.
- Implemented versatile communication features like multi-person conversations and a unique invite system in **JavaScript**.
- Ensured an aesthetically UI using **Bootstrap** with a **RESTful APIs** hooking into **MySQL** for database functionality.

SimplyBible | *Social Platform Bot*   **Sep 2021 - Dec 2023**
- Crafted this bot using **Python** with the **Discord** library, facilitating seamless integration for easy community reference.
- Deployed on a **dedicated server**, guaranteeing constant availability and optimal performance, storing data via **JSON**.
- Conducted input validation and interfaced with an **external Bible API** to reference and interpret messages.

Dungeon Adventure | *Java Video Game*   **May 2023 - Jun 2023**
- Guided a team in crafting a turn-based dungeon exploration game showing **Object Oriented Programming principles**.
- Applied the **model-view-controller (MVC)** design pattern and agile methodologies for quality and adaptability.
- Coded a modular backend and console/**Java Swing** UI while using best practices, **serialization**, and **version control** via **git**.