Michael Georgariou III

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Experience

- **Amazon** — San Diego, CA
  Software Development Engineer II — *Jan. 2022 - Present*
  - Ran experiments to re-rank widgets across Amazon with a new algorithm based on returns data, generating millions of daily impressions and decreasing the count of items sold and later returned
  - Implemented a new badging framework which would display a "Frequently Returned Item" badge on products in Amazon's catalog that exceeded return rate thresholds
  - Developed multiple web-apps from the ground up using the Spring Web MVC framework and React.js, including full integration and unit testing, CI/CD pipelines, and alarms/ticketing for site failures
  - Owned and wrote several design documents for high-level and low-level technical implementations, which were implemented and promoted to production by interns and junior team members following my design documents
  - Led efforts to deprecate features with low customer utilization, allowing our team to pick up an additional story in each sprint and decreasing the operational burden of the team's on-call engineer
  - Drafted transition options for multiple partner teams to migrate them off services our team was deprecating
- **Hewlett-Packard Enterprise (Aruba Networks)** — Roseville, CA
  Systems/Software Engineer — *Jun. 2021 - Jan. 2022*
  - Created and led a prototype hardware support team to automate and simplify the engineering process when working with in-office hardware remotely, supporting around 100 engineers
  - Reworked a test framework and led a code refactoring effort for a new daemon being produced by my team

  Embedded Software Engineering Intern — *Jun. 2020 - Dec. 2020*
  - Assisted in creation of new switch mode on Aruba hardware that allowed for hub-like functionality by disabling all switching and routing protocols, including writing feature tests and regression tests

  Software Engineering Intern — *Jun. 2019 - Aug. 2019*
  - Created an API for multiple daemons to access new column data produced by a migration effort which determined whether or not a port has routing enabled, and refactored all existing code to use this API

Projects

- **MPGameBoy**
  Written in C, closed-source on GitHub, work in progress — *Oct. 2022 - Present*
  - Implemented the Nintendo GameBoy's architecture in portable C code to load and read ROMs for the console
  - Wrote CPU implementation, instruction handling, a debugger, and a tile-set viewer
- **Minls and Minget**
  Written in C — *Jun. 2021*
  - Created a filesystem reader for Minix, for use outside of the Minix operating system, in portable C code
  - Supported functions to list out the contents of a directory and print the contents of a file
- **Portable Weather Station**
  Written in C for the MSP432 — *May 2020*
  - Wrote libraries for four different Arduino weather sensors to easily interact with the MSP432 microprocessor
  - Utilized above-mentioned libraries to display all the data on an LCD screen
- **The Otter XADC**
  Written in C and SystemVerilog — *Mar. 2020*
  - Designed a microprocessor from scratch in SystemVerilog which could run assembly and C code
  - Created a library to allow use of the hardware's built-in XADC chip with the microprocessor in C

Education

- **California Polytechnic State University** — San Luis Obispo, CA
  Bachelor of Science in Computer Engineering; GPA: 3.53 — *Aug. 2017 – Jun. 2021*

Programming Skills

- **Languages**: C/C++, Java, Python, JavaScript **Technologies**: Git, Unix, React.js, Spring, Pandas, Docker