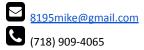
Michael Saunders

Dertfolio: <u>mikey.computer</u>



Experience

Frontend Engineer	Cofactr	Fall 2022 - Present
Software Engineer	Arthena	Fall 2021 - Fall 2022
 Doubled throughput of data ingestion pipeline by implementing a redis memory queue system Improved load time and usability of internal front end dashboard by 50%, from legacy React code base Redesigned and implemented performant new landing page using real time 3D rendering effects <u>Arthena.com</u> 		
Lead Front-End Developer	Optiniche	Fall 2019 - Fall 2021
 Secured second round of funding by delivering full MVP to stakeholders within the first three months Developed and designed front-end codebase and established version control standards and coding conventions Collaborated with lead back-end developer to design a scalable decoupled solution using <i>React.js</i> and <i>Drupal 8</i> 		
Co-Founder, Lead Software Engineer	OpusVR	Spring 2018 - Spring 2019
 Developed a VR software service that allows users to create virtual gallery spaces from capturing and uploading art to designing the details of the space Implemented a computer vision algorithm* that simplified the translation of real-world art into VR while maintaining artistic detail, allowing inexperienced users to easily upload materials into their virtual galleries 		
Co-Founder, Software Engineer	Aint Wet	Spring 2014 - Fall 2019
 Developed and maintained <u>aintwet.nyc</u>, an e-commerce web application that tracks product inventory and processes financial transactions using a <i>"Mongo, Node,</i> and <i>Express"</i> stack Processed over \$50,000 worth of sales transactions using PayPal's REST API Projects 		
Hack the Solar System - Museum of	Natural History (2019) Developed a pi	ipeline of tools to analyze and
 visualize the trajectory of comet dus most innovative solution for approad *Photometric Stereo Algorithm - Op unknown real-world light positions t (OpenCV: C++, Python) 	at and composition in space following in ch in processing stacks of raw image da usVR (2019) Utilized simulated anneal to compute surface normals (i.e. textur	mpact. Project team was awarded ata (<i>OpenCV: C++, Python</i>) ling to approximate otherwise re) for use in 3D applications
 <u>Special Effects</u> - Angels (2018) Overs musical act "Standing On The Cornel 		e actors for a music video by the

Languages and Technologies

- JavaScript, C++, Python, PHP, C#, HTML5, CSS3, SQL, GraphQL
- React.js, Three.js, A-Frame, WebGL, OpenCV, Node.js, Express.js, MongoDB, Drupal 8, Django, Flask, Redis, Unity, Git, JIRA, Metashape, Blender

Education

CUNY Hunter College

BA Computer Science - Minor in Geography

Fall 2013 - Spring 2018