

# Michael Saunders

Portfolio: [mikey.computer](https://mikey.computer)



[8195mike@gmail.com](mailto:8195mike@gmail.com)



(718) 909-4065



<https://github.com/Pluto8195>



[www.linkedin.com/in/m-saunders](https://www.linkedin.com/in/m-saunders)

## Experience

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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 [Arthena.com](https://Arthena.com)

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 *React.js* and *Drupal 8*

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 [aintwet.nyc](https://aintwet.nyc), an e-commerce web application that tracks product inventory and processes financial transactions using a “*Mongo, Node, and Express*” stack
- Processed over \$50,000 worth of sales transactions using PayPal’s REST API

## Projects

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- [Hack the Solar System](#) - **Museum of Natural History (2019)** Developed a pipeline of tools to analyze and visualize the trajectory of comet dust and composition in space following impact. Project team was awarded most innovative solution for approach in processing stacks of raw image data (*OpenCV: C++, Python*)
  - [\\*Photometric Stereo Algorithm](#) - **OpusVR (2019)** Utilized simulated annealing to approximate otherwise unknown real-world light positions to compute surface normals (i.e. texture) for use in 3D applications (*OpenCV: C++, Python*)
  - [Special Effects](#) - **Angels (2018)** Oversaw the photogrammetry capture of live actors for a music video by the musical act “Standing On The Corner” (*Metashape, Blender*)

## Languages and Technologies

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- 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

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CUNY Hunter College

**BA Computer Science - Minor in Geography**

*Fall 2013 - Spring 2018*