

MICHAEL S BAKER

3799 Tilbor Circle, Fort Myers, Florida 33916

☎ 786-539-8980 ✉ msb18@fsu.edu 🔗 linkedin.com/in/michaelsebastianbaker 🐙 github.com/BakerMB 🌐 michaelbaker.com

Education

Florida State University

Bachelor of Arts in Computer Science, Minor in Film Studies

May, 2024

Florida State University

Experience

Nike

Sales Associate

June 10, 2021 – August 17, 2021

Estero, Florida

- Demonstrated strong interpersonal and communication skills, building trust with customers and effectively addressing their needs.
- Guided shoppers to find their desired items, making suggestions that suit their style and fitness needs, which boosted store sales.

NAFTrack

Computer Systems Maintenance / Network Intern

June 2018 – August 2018

Miami, Florida

- Collaborated with teams to maintain computer systems' performance across various educational departments.
- Deployed security patches on 100+ devices, strengthening network integrity and showcasing ability to manage and secure large-scale systems.
- Maintained detailed records of system maintenance, demonstrating strong documentation skills crucial in software development for tracking system health and preventing future issues.

Projects

Interloper: A 2D Space Adventure Game

- Developed a Unity game focusing on advanced physics and player interaction with the environment.
- Led the design for lighting, textures, and parallax backgrounds to enhance visual appeal.
- Collaborated with a team of four, handling various system classes like Celestial Body and Tools.
- Conducted extensive unit and integration testing to ensure robustness and functionality.
- Utilized Git for version control, managing efficient collaboration and integration of code changes.

DungeonBoard: A Dungeon Exploration Game

- Developed in C++ with a focus on object-oriented programming principles.
- Implemented dynamic game board generation, including treasures and mobs.
- Worked in a team of three, responsible for board setup and mob placement algorithms.
- Technologies used: C++, Git for version control.

Programming Skills

Languages: Python, Java, C++, HTML/CSS

Developer Tools: VS Code, Google Cloud Platform, Android Studio, Git, GitHub

Certifications/Technologies: (Carnegie Mellon) ROBOTC for VEX Programming, Photoshop CS6, (Microsoft) MTA Networking Fundamentals, (Microsoft) Power Platform Fundamentals (December 2023)

Relevant Coursework

- | | | |
|----------------------------------|------------------------------------|---|
| • Discrete Mathematics I | • Operating Systems | • Python Programming |
| • Intro to Unix Systems | • Software Engineering I | • Computer and Network System Administration |
| • Programming in Java | • Offensive Computer Security | • Programming Secure, Parallel and Distributed Applications |
| • Object-Oriented Programming | • Intro to Artificial Intelligence | |
| • Computer Organization I | • Low Code App Development | |
| • Data Structures and Algorithms | • Software Engineering Capstone | |

Leadership / Extracurricular

ACM Student Chapter

Member: Association for Computing Machinery and Competitive Coder

Spring 2019 – Present

Florida State University

- Competed in coding competitions, honing problem-solving skills and exemplifying teamwork in high-pressure environments.

CARE Organization

Member: Center for Academic Retention and Enhancement

Spring 2018 – Present

Florida State University

- Engaged in programs aimed at bolstering academic retention and enhancement, optimizing personal academic outcomes.
- Participated in orientation and academic support programming, assisting in the creation of a supportive learning environment.