

# Kristian Michel

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## EDUCATION

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**University of Central Florida**  
*Bachelor of Science in Computer Science*  
GPA: 3.67

Orlando, FL  
Aug. 2022 – December 2024

## EXPERIENCE

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### Software Engineer Intern

May 2024 - Aug 2024

*Adobe*

*San Francisco, CA*

- Developed a Proof of Concept for the Sceneline feature of Adobe Express using TypeScript and the Lit framework, facilitating user testing and feedback collection.
- Developed and launched a feature in Adobe Express enabling users to copy and paste scenes in the sceneline using an entity-component management system, with unit tests created in Sinon.js to ensure reliability and high code quality.

### Software Research Intern

January 2024 - May 2024

*University of Central Florida*

*Orlando, FL*

- Implemented the frontend using Next.js and React for VERA - a Virtual Reality Research Accelerator meant to democratize VR research by allowing anyone to participate in a VR study from their home.
- Conducted research on transmitting data from Unity VR to VERA's servers through Websockets

### Software Engineer CWEP

May 2023 - December 2023

*Lockheed Martin*

*Orlando, FL*

- Developed a data reduction tool to extract and analyze BIT Code errors sent from the aircraft, subsequently generating detailed reports on the Apache helicopter via Excel files.
- Revitalized essential software using C++ to update an Aircraft Simulator GUI that will connect to the Apache hardware's embedded code and return critical data.

## PROJECTS

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### Chess 10 | *React, Tailwind, Typescript, Three.js, Vanta.js, Blender, WebSocket*

2023

- Collaborated in a team to develop [Chess 10](#), a groundbreaking 3D chess game with re-imagined rules, which won first place among over 1,200 participants at the 2023 ShellHacks Hackathon. Utilized React, Tailwind, and Vanta.js to create an animated 3D background and an intuitive UI.
- Leveraged technologies like Three.js and Blender to create and animate detailed 3D models. Used WebSockets to implement smooth multiplayer across multiple game rooms.

### CodeClash | *Mithril, Tailwind, Express, MongoDB, WebSocket*

2023

- Developed the frontend of [CodeClash](#) using Mithril.js and Tailwind, focusing on crafting a responsive and engaging user interface for 1v1 coding battles. Played a pivotal role in optimizing the user experience and interface design.
- Engineered the backend of CodeClash with Express.js, MongoDB, and WebSocket, ensuring robust data handling and real-time functionality. Contributed to the creation of a scalable and efficient backend architecture, supporting live user interactions and a competitive ELO ranking system.

### MajorMentor | *Astro, React, Tailwind, Django, CockroachDB, TypeScript, Nginx, OpenAI, AWS Lightsail*

2023

- Engineered a robust backend using Django and OpenAI API for [majormentor.ucf.com](https://majormentor.ucf.com), a web application that generates customized academic guidance for students in the form of downloadable PDFs.
- Constructed an intuitive and responsive frontend using Astro, React, and Tailwind CSS, and successfully deployed the website using AWS Lightsail, ensuring seamless user experience and reliable accessibility.

## TECHNICAL SKILLS

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**Languages:** Java, Python, C/C++, C#, JavaScript, TypeScript, HTML, CSS, SQL, PHP, Ruby, Go, Clojure, Elixir  
**Frameworks:** React, Node.js, Vue.js, Angular, Mithril.js, Svelte, Express.js, PostgreSQL, MySQL, NoSQL, MongoDB, GraphQL, jQuery, Django, Flask, Ruby on Rails, Laravel, ASP.NET, Spring Boot, Koa.js, Redis  
**Developer Tools:** Git, Visual Studio Docker, Kubernetes, AWS, Jira, Unix/Linux, Unity