

Michael Merrill

Software Engineer
Technical Artist

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EXPERIENCE

O'Reilly Auto Parts

November 2022 – Present

Senior Software Developer. Backend developer for Java Spring application. Converting legacy JSP architecture to fully REST primarily for use with a Vue.js frontend. Also working with outside companies to integrate systems with the new backend.

University of Dayton Research Institute

January 2013 - September 2022

Software Engineer. Started as an intern, promoted multiple times. Duties range across solo developer, team lead or senior developer.

Project architecture upgrades. Update legacy products to use the newest versions of JDK, Gradle, Docker, OSGi, Cassandra, Kafka, JavaFX, and other tools to get ready for new teams and contracts.

Technical leader for a metadata team of 4-6 people with LexisNexis. Develop database structures and Spring backend with frontend JQuery Bootstrap web application for managing the structures.

VR simulation designer. Used Unity/C#, Leap Motion, Vive, Blender and other tools to create a training simulation demo for the Air Force.

UX/UI for Artificial Intelligence team at Wright Patt Air Force Base. Used JavaFX, CSS, ZeroMQ, and other tools to create an interface for developing and analyzing answer set programming-like systems.

Solo developer for many small projects, mostly web applications and mobile applications. Ruby on Rails, ASP.NET MVC, Selenium, etc...

Entrepreneurial — *Mobile Application Development*

January 2012 - January 2015

Published multiple apps to Windows Phone marketplace and Google Play store. Used Android Studio, Visual Studio, Unity, and more.

EDUCATION

University of Dayton - Dayton, Ohio

2013-2022 -- Bachelor of General Studies, Concentration Computer Science

Sinclair Community College - Dayton, Ohio

2010-2013 -- Associate of Applied Science, Computer Information Systems

ITT Technical Institute - Dayton, Ohio

2002-2004 -- Associate of Applied Science, Information Technology - Multimedia

OPEN SOURCE PROJECTS

Github — <https://github.com/mimerr>

Mostly hobby projects that have been useful. A driver for HUION drawing tablet on Linux using Python. A Calibre book reader plugin for comic books. And various other tinkering.

SKILLS

Agile/Kanban/Scrum, Automated and Continuous Integration work. Ability to pick up and understand most frameworks, languages, and environments. Have worked with Java/Spring/Gradle, Python, Haxe/HeapsIO, Godot/GDScript, Unity/C#, Unreal Engine, C/C++/GCC, Linux/X, Oracle, PostgreSQL, MySQL/Maria, IBM iSeries, Flyway, Ruby on Rails, and various others.

Intermediate general knowledge of raster art, vector art, and 3D art programs preferring Krita and Blender but capable of adapting to more industry standard programs.

AWARDS & CERTIFICATIONS

Oracle Java Certified Associate
October 2014
Official Oracle certification.

Fast Track/Programmer Analyst 2013
– Enterprise Option
Sinclair Community College.

Above and Beyond the Call of Duty
Inner office award at UDRI from division leader for work that is done at a level higher than a person's paygrade. Won once as an individual and once with a team.

LANGUAGES

English

Java, Python, HTML/CSS/JS, C#, C/C++, Lua, Haxe, Nim, Ruby, Perl, GDScript, SQL