

Michael Carolin, Software Engineer

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GitHub: github.com/mpcarolin | **LinkedIn:** linkedin.com/in/mpcarolin/

EDUCATION	University of Arizona Bachelor of Science - Computer Science	Aug 2014 - May 2017
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University of Arizona Bachelor of Arts - English & Creative Writing	Aug 2010 - May 2017
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EXPERIENCE	Neudesic Senior Consultant II	Aug 31, 2023 - Present
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- Led technical direction for a team of 4 engineers to build and ship a full-stack web application using React, TypeScript, Node.js, and .NET
- Successfully delivered 3 customer-facing applications to production over 16 months, providing continued support post-launch
- Designed and implemented GraphQL and REST APIs using a BFF and microservices architecture, with a SQL Server database
- Developed and deployed an AI sentiment analysis service with Azure and OpenAI
- Provided day-to-day technical mentorship and feedback to junior engineers
- Voluntarily created a Docker Compose setup for local development, streamlining onboarding and developer experience across 12+ services
- Established and advocated for engineering best practices org-wide

Simpleview Lead Software Engineer	Dec 31, 2022 - Aug 31, 2023
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- Led a team of 5 engineers to build a CRM with a React frontend and a TypeScript-based GraphQL backend, serving data from a Postgres database
- Routinely wrote sprint tickets for Agile team and reviewed engineers' pull requests
- Implemented numerous core systems, such as row-level-security permissions, data-driven and reusable react components, and automated UI testing
- Collaborated with product owners and principal engineer to strategize future work for team and determine features to target for upcoming releases

Simpleview Software Engineer II/III	Aug 31, 2019 - Dec 31, 2022
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- Worked in a team of 3 engineers to maintain and improve React Native applications, based on JavaScript, Objective-C (iOS), and Java (Android) codebases
- Led the technical direction of three projects in the absence of a lead engineer
- Managed and setup AWS resources in the cloud, including EC2 instances, Autoscalers, and Load Balancers, to publicly serve our applications
- Built a React web app with Redux to assist meeting planners in an Event Management app, responsive to mobile or desktop screens
- Set up and maintained Docker-backed infrastructure to ensure team worked in consistent environments

Raytheon Software Engineer, Web and Mixed Reality Development	
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| <ul style="list-style-type: none">◦ Built, tested, and maintained an internal website using VueJS, Java Spring, and a MySQL database◦ Developed interactive Mixed Reality apps for Microsoft HoloLens in C# and Unity◦ Collaborated with a team of 6 to initiate agile practices and a DevOps pipeline | Jul 31, 2016 - May 31, 2019 |
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LANGUAGES	JavaScript , TypeScript , HTML , CSS , SQL , Go , C#
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