

Michael Larson

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EXPERIENCE

Software Engineer 2 | Comcast

April 2025 - Present

- Developed and maintained a production ready internal portal using React that is used everyday by over 3000 employees. Allowing them to run SQL queries, connect with support and use AI tools to tune their queries.
- Established a GitHub Action suite using Terraform and the AWS CLI to create and scale AWS EC2 instances across multiple availability zones which led to 10 minute deployments and 99% uptime during upgrades.
- Participated in an extracurricular employee leadership and mentoring program, spending nine months building and pitching a production application to Senior Leadership.

Software Engineer 1 | Meter Group Inc.

December 2022 - April 2025

- Spearheaded a backend project to integrate API services, ensuring smooth data flow across platforms, which led to ~40% reduction in load times and a 30% improvement in the application's performance metrics.
- Orchestrated the transition of design files to interactive, mobile-optimized web sites using React and MUI; led to a 60% increase in mobile traffic, amplifying brand exposure and boosting user engagement.
- Revamped both the front and backend systems by implementing pagination; slashing page load times by over 2000% and improving data retrieval speeds, leading to faster page loads, searching, and filtering.

Software Engineering Intern | Meter Group Inc.

April 2021 - December 2022

- Enacted a comprehensive test suite using Robot Framework to simulate frontend user interactions, leading to the identification and resolution of 40+ bugs, enhancing application stability and user satisfaction by 35%.
- Managed the resolution of 80+ frontend bugs, significantly enhancing the app's usability and functionality, leading to a 25% decrease in user-reported issues and a 20% increase in positive user feedback.
- Refined web app responsiveness and cross-browser compatibility, resulting in a 25% increase in user engagement and a 20% decrease in bounce rates through adaptive design and rigorous testing across devices

PROJECTS

Personal Portfolio

- Crafted a portfolio website leveraging Svelt and Shadcn-UI, with a focus on contemporary and mobile responsive design; successfully showcased software engineering abilities to industry professionals.
- Designed and implemented an intuitive user interface for the portfolio, incorporating backend features such as a direct email functionality, enabling potential employers and clients to connect effortlessly.

Sabermetric Seer

- Programmed a Full Stack application using Python and React to interactively explore sabermetric data across previous seasons and teams trying to predict what the outcome of future players seasons could look like.
- Used TensorFlows linear regression capabilities to analyze how different variables like hits, strikeouts, and home runs correlated to wins, and developed a visualizer to compare production to earned wages.

Music Video Generator

- Created an engaging user interface using Vue and Material UI which allowed users to generate Music Videos by dragging their clips and allowed for customization of the video using predefined themes and templates.
- Pioneered backend integration with Google Cloud APIs, facilitating text extraction from audio that improved narrative and thematic alignment in music videos, cutting rendering times by 30%

Virtual Classroom Simulator

Second Place WSU Hackathon

- Introduced a Unity-based multiplayer application, utilizing C++ for character movement and networking, to transform virtual school interactions into a more engaging RPG-like environment during the COVID-19 pandemic.
- Incorporated proximity-based voice and video chat functionalities within the app, enabling real-time, lifelike communication among students in an interactive map, fostering a sense of community in a virtual learning space.

EDUCATION

Washington State University

Bachelor of Science in Software Engineering

Minor in Statistics

LANGUAGES AND SKILLS

- React
- TypeScript
- HTML
- CSS
- Terraform
- SQL