

Michael G. Rotondo

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EXPERIENCE

GOOGLE, INC.

- **Software Engineer in Test** **Summer 2007 – present**
 - Designed & implemented tools for developing integration tests of critical Ads Quality & Serving systems
 - Worked with development teams to improve automated testing and monitoring processes
 - As part of a Demo Days competition, created a demo of a new ad format which won an award for completeness and was turned into a staffed project.

CAMPUS CURRENT, INC.

- **Co-founder, Designer & Software Engineer** **Spring 2006 – present**
 - Designed and built friendlybriefs.com, a site that made social networking and blogging comfortable and familiar to users of all ages. The site, built using the Ruby on Rails framework and MySQL and deployed across a 4-machine cluster, served thousands of pageviews per day.

AMBROSIA SOFTWARE, INC.

- **Software Engineer** **Summer 2005**
 - Created EasyEnvelopes, a powerful, dead-simple & international-friendly envelope-printing utility. It is an OS X Dashboard Widget, and uses a plugin written in Objective-C/Cocoa for OS-native functionality.

SCHOOLYARD, INC.

- **Software Engineer** **Summer 2004**
 - Contributed numerous modifications and additions to a large-scale web-deployable framework for private educational institutions, improving usability and functionality for clients.

EDUCATION

UNIVERSITY OF ROCHESTER, ROCHESTER, NY

Bachelor of Science in Computer Science

Spring 2007

- Overall GPA: 3.39
- GPA in Computer Science: 3.73
- Kauffman Entrepreneurial Year Scholar **2006-2007**
 - Students accepted into the KEY program are awarded with a tuition-free fifth year for entrepreneurial activities and education.
- Dean's List: 5/10 semesters

Computer Science Department

- Member of winning team at CS Games International Programming Contest **Spring 2006, Spring 2007**
- Member of semifinalist team at ACM International Programming Contest **Fall 2005**
- Independent Software Development Leader **Spring 2005, Fall 2005**
 - Led groups of student software developers in the designing, planning, and implementing of two original computer game projects.
- Undergraduate Research Assistant **Fall 2003 – Spring 2005**
 - Participated in DARPA's CALO Project: Cognitive Assistant that Learns and Organizes.
 - Studied continuous understanding in Natural Language Processing.
- Honors Research Program **Spring 2005**
 - Researched and implemented machine learning using genetic algorithms for use in a real-time strategy game combat AI.
- Teaching Assistant **Fall 2003**
 - Introduction to Computer Programming

COMPUTER SKILLS AND QUALIFICATIONS

Languages: Proficient in Python, Objective-C, Java, C++, Max/MSP, ActionScript, JavaScript, HTML/CSS, Ruby; Rusty in Lisp/Scheme, OpenGL, C

Frameworks/Environments: Cocoa, Ruby on Rails, Processing, XCode, Eclipse, Emacs

Applications: Ableton Live, Photoshop, GarageBand, Audacity

Platforms: Linux, Windows, and Mac OS X