

# Michael Kurdyla

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## Education

**Queen's University**

**September 2017 – Present**

**BASc. Software Engineering**

Relevant Coursework: Data Structures, Algorithms, Database Management Systems, Computer Networks, Object Oriented Programming, Software Specifications and Development, Discrete Mathematics, Linear Algebra

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## Experience

**Ericsson, Kanata, ON**

**May – Present**

**Cloud/Network Software Developer**

- Using Clojure, created metrics and visuals for DevOps to track the performance of a system during its life cycle.
- Expanded the automated testing done during development by configuring current manual tests to run during a GitLab pipeline, as well as create new unit tests where coverage was needed.
- Assisted in requirements gathering, functional requirement formalization, sprint estimation, and stakeholder demos.
- Documented internal processes through Jira and Confluence.

**Bank of Canada, Ottawa, ON**

**May – August 2019**

**Business Analyst, Cyber Security**

- Mapped the Bank's cyber security posture to the MITRE ATT&CK framework by meeting with teams and reading documentation to increase management's overall understanding of capabilities and gaps in coverage.
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## Projects

**Multiplayer Stock Simulator, Software Development**

- Using C++, created a backend interface using Windows sockets for communication between clients and the server, and used multithreading to handle multiple connections to the server.
- Maintained a git repository with teammates and peer reviewed code before merging with the main develop branch.

**'Rona Season, E-commerce loyalty Store, BrickHacks 6**

- Using Node.js, Express.js, and MongoDB, created an e-commerce storefront for the Corona Extra Brand to increase customer engagement and loyalty through points.
  - Participated in the Constellation Brand competition for "Best Omni Channel Consumer Experience" and won first place.
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## Activities

**Merlin Neurotech, Technical Lead**

**September 2019 – March 2020**

- Developed initial software that integrates with our brain-computer interface device, the 2016 Muse, and outputs an object that can then be interacted with, all written in python.
- Created functionality to save data sets when members of the team use the BCIs for non-real time mock testing.
- Leveraged weekly sprints and team members strengths to accomplish tasks during periods of heavy course load.

**Financial Treasurer, ECE Executive team**

**September 2019 – March 2020**

- Maintained and oversaw all major budgeting for the Electrical and Computer Engineering Executive Team.

**Teaching Assistant, Queen's University**

**September 2018 – March 2020**

- Led a class of 100+ students through first year programming in C and MATLAB tutorials over two semesters.
- Hosted lab sessions for second year Object Oriented Programming in Java course.