

Micah Haycraft

DEVELOPER, PHOTOGRAPHER — [MHAYCRAFT.DEV](https://mhaycraft.dev)

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Chapel Hill, NC

🎓 Education

Bachelor of Science – Computer Science

University of North Carolina at Chapel Hill 2018 – 2021

Associate of Science

Asheville–Buncombe Technical Community College
2016 – 2018

Graduated 4.0 GPA & Highest Honors.

💼 Experience

Associate Software Engineer Fidelity Investments

Jan 2022 – Present Durham, NC

- Completed Leap Full Stack Engineering Program.
- Worked with a 5 member team to design and implement an internal proof of concept Angular UI to replace a legacy system.
- Joined the QA Platform Engineering organization and worked on internal platforms and tools relating to test data management, validation, and integrity.
- Assisted with the migration of an internal application from on prem to AWS EKS using internal tooling consisting of k8s, Jenkins Core, and Terraform for CI and CD pipelines.
- Worked with squad to develop new features by designing and programming end to end implementations with a focus on Spring and Python API development near the data access layer and queries written in PostgreSQL.
- Onboarded and trained new squad members on the code base, with an emphasis on tooling setup and knowledge transfer for Python API programming, database access, and queries.
- Gave presentations on product overviews, new feature development, technical explanations, and demos to users and stakeholders of my squad's application.

Support Specialist Handshake

Jun 2021 – Dec 2021 Remote

- Leveraged deep product knowledge in order to support Student & EDU Partners through Zendesk tickets while working alongside Relationship Managers and Engineering teams to resolve issues.
- Became proficient in Looker analytics and Handshake's data model in order to craft complex reports for EDU Partners.
- Contributed to an Eng Week project by pair programming with HS engineers.

Software Engineering Intern D–Vision Systems

Jun 2019 – Aug 2019 Tel Aviv, Israel

Developed [new C++ classes](#) for use with existing computer vision and drone navigation systems.

Mathematics Tutor UNC Math Help Center

Aug 2018 – May 2020 Chapel Hill, NC

Assisted students in Math Help Center with topics ranging from pre-calculus algebra to multivariable calculus.

🛠 Skills & Technologies

Agile Development, JIRA, Git, Java, Java Spring, Python, SQL, HTML, CSS, Javascript, TypeScript, Node.js, p5.js, AR.js, React, Angular, Jenkins Core, Kubernetes, EKS, Terraform, Unity, Visual Studio Code, Android Studio, Looker

📖 Elective Courses

- Modern Web Programming – *HTML, CSS, Javascript, JSON, Node.js, jQuery, Bulma, Axios, React*
- Serious Games – *Android Studio, Flutter, Dart*
- Computer Vision – *Python, Numpy, Pytorch*
- AR/VR HCI – *Unity, C#, Blender*
- Computer Security Concepts – *Python*
- Computational Photography – *Matlab*

📁 Projects

Photo Gallery Web App Personal

Jan 2021 <https://mhaycraft.dev/photo>

Used a React component to add a responsive Google Photos inspired image gallery for my photography portfolio.

Technologies Used: HTML, CSS, React

Generative Watercolors Personal

Dec 2020 – Present Work In Progress

<https://github.com/MEECAH/watercolors-generative>

Created computer generated watercolor paintings in p5.js by engineering my own algorithms to implement the methods loosely given by Tyler Hobbs in his essay "How To Hack A Painting."

Technologies Used: HTML, p5.js

Art On Franklin (Tech Lead) Carolina AR/VR

Jun 2020 – Dec 2020

<https://github.com/carolina-ar-vr/FranklinARGallery>

Collaboration between UNC Arts Everywhere and Carolina AR/VR to build a web AR experience for Franklin St in Chapel Hill. Implemented with marker based tracking, AR content interaction, and geolocation based markers to guide users to more markers.

Technologies Used: HTML, CSS, Javascript, AR.js, A-Frame

Spatialized Audio VR Piano COMP 590

Apr 2020 – May 2020

<https://github.com/MEECAH/590-santaloci-haycraft-vrpiano>

A spatialized audio VR piano experience for a user study on presence and immersion.

Technologies Used: C#, Unity, Oculus SDK, Steam Audio

Who's Your Daddy – Mobile Language Learning Game (Tech Lead)

COMP 585

Jan 2020 – May 2020

<https://github.com/MEECAH/Comp-585>

A multiplayer Cherokee language learning game for Android, implemented with user authentication, multiplayer gameplay, and solo training component. Designed and built for a client using agile sprint cycles.

Technologies Used: Android Studio, Flutter, Dart, Firebase

Masheen Learnin' Web App COMP 426

Nov 2019 – Dec 2019

<https://github.com/MEECAH/theEdgeCases>

A responsive web app for easy creation, training, and use of basic neural networks in the style of a social media web app. Implementation included user authentication with searchable and likable user profiles.

Technologies Used: HTML5, Bulma, Javascript, jQuery, jQuery UI, Firebase, Axios, Brain.js