

# MICHAEL GRZYCH

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<b>OBJECTIVE</b>	My mission is to use proper techniques and practices to address non-trivial problems in a way that is scalable, maintainable, and profitable to my employer and team.	
<b>EDUCATION</b>	<b>University of Michigan</b> BSE in Computer Science	Sept. 2009 – May 2014 Ann Arbor, MI
<b>EMPLOYMENT</b>	<b>Target</b> Flow Team Member <ul style="list-style-type: none"><li>Planned and carried out team assignments</li><li>Emphasized speed and efficiency</li><li>Team-oriented working environment</li></ul>	May 2011 – May 2012 Brighton, MI
	<b>Screenworks Inc.</b> Office Aide <ul style="list-style-type: none"><li>Assisted in office communications and tasks</li><li>Focused on data entry and customer service</li></ul>	Summer 2009, 2010 Novi, MI
	<b>WolverineSoft</b> Club Member <ul style="list-style-type: none"><li>Student organization specialized in game and asset development</li><li>Participated and contributed in weekly development sessions</li></ul>	Sept. 2013 – May 2014 Ann Arbor, MI
<b>ACTIVITIES</b>	<b>All Hands Active!</b> Staff Volunteer <ul style="list-style-type: none"><li>Local makerspace/hackerspace organization</li><li>Assisted with maintenance, organizational duties, and membership</li></ul>	Oct. 2013 – Feb. 2014 Ann Arbor, MI
	<b>RECENT WORK</b>	
	<b>“Physical Authentication at The University of Michigan”</b> Adrian, D., Diffenderfer, M., Grzych, M. Brief audit and analysis of the physical authentication measures employed on the University of Michigan’s Ann Arbor campus. [ <a href="http://mikegrzych.github.io/files/UMich_PhysAuth_2014.pdf">http://mikegrzych.github.io/files/UMich_PhysAuth_2014.pdf</a> ]	Apr 2014
	<b>EECS 494 – Computer Game Design and Development</b> <ul style="list-style-type: none"><li>Used iterative game design and rapid prototyping to develop several small computer games with the aid of provided frameworks.</li><li>Projects on GitHub: <a href="https://github.com/mikegrzych/494Projects">https://github.com/mikegrzych/494Projects</a></li></ul>	Fall 2013