

{MICHAEL FRENO}

SOFTWARE ENGINEER



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PROFESSIONAL EXPERIENCE

Data Annotation

AI Alignment Engineer (Jan. 24 - Current)

- Test AI models in many programming languages
- Fix code created by AI models, with explanations as to why it is wrong / what needed to be improved
- Grade other human engineers on their gradings / corrections / interactions with AI models
- Red team models - try to get them to write code that is incorrect / unethical / illegal

Self Employed

Solo Game Developer (Nov. 23 - Current)

- Full product lifecycle - Manage all phases from ideation, prototyping, and development to launch and live operations.
- Design and implement game mechanics, UI/UX, visual assets and (some)original audio.
- Design server and database architecture
- Set up telemetry and user feedback channels to inform ongoing balancing and feature development.

Self Employed

Freelance Website Developer (Jan. 23 - Current)

- Communicate with clients to determine what their needs are
- Provide design drafts to nail down aesthetic preferences
- Develop website and deploy

ACCOMPLISHMENTS

- Life and Lineage - A mobile game built utilizing React Native.
 - Complex State management using mobx
 - Per-User Cloud Database implementation for cloud-saves
 - Implemented PvP with offline progression and automated notifications
 - Implemented JSON hotfix solution that allows for balancing updates from change to live in minutes
 - In-app purchases using RevenueCat
 - Currently available in Apple's App Store.
- freno.me
 - My portfolio / blog
 - On-site text editor with multi-staged post management
 - Branching chat section with real-time updates powered by a Websocket written in Go. Deployed as a docker container on GCP

SKILLS & PROFICIENCIES

- Languages: (Relative Strength)
 - Javascript & Typescript (5/5)
 - Python (4/5)
 - Lua (4/5)
 - OCaml (3/5)
 - C (3/5)
 - C# (2/5)
 - Java (2/5)
 - Rust (2/5)
 - Go (2/5)
- Frameworks and other Technologies:
 - React / React Native / Nextjs
 - ThreesJS
 - REST
 - SQL - mySQL / postgres / sqlite
 - Data Science - pandas, numpy etc.
 - Google Cloud / AWS
 - Game Dev - Unity / LÖVE2D

PROFESSIONAL EXPERIENCE CONT.

Self Employed

Powerlifting Coach / Movement Specialist (Sept 2018 - 2023)

- Prepare Clients for Powerlifting Meets or improve strength and movement quality
- Develop a lifting program depending on needs and time distance to next meet
- In person coaching for movement refinement
- Accompany and manage athletes at powerlifting competitions

Campbell Soup Company - Camden

Associate Technologist (Jan. 22 - July 2022)

- Conducted thermal test runs and analysis of product before and after processing
- Coordinated and scheduled tests amongst multiple production teams
- Managed multiple teams through the day
- Analyzed heat penetration testing with the Thermal Process Specialist and Corporate Process Authority
- Traveled to manufacturing plants to validate product processing

Operator (Sept. 21-Jan. 22)

- Produced test runs at scale
- Operated and maintained industrial-sized equipment
- Safely handled hazardous materials
- Internally tested and produced new products for consumers

Lab Technician R&D (Jan. 21 - Sept. 21)

- Maintained inventory and prepared ingredients for product test runs
- Shipped finished products out to remote testers
- Tracked expiration dates for product disposal

EDUCATION

RUTGERS UNIVERSITY - New Brunswick

B.A. in Biological Sciences

Fall 2015 - Spring 2019