MICHAEL FRYER

Software Engineer and Student Data Scientist

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EXPERIENCE

Master's Student

📅 September 2025—Present   📍 Frankfurt am Main, Germany

- Pursuing a Master's in Applied Data Science at Frankfurt School of Finance and Management.

Associate Game Programmer

📅 October 2019—July 2021   📍 Manhattan Beach, CA, USA

- Worked closely with artists to make functional UI implementations based on art mock-ups.
- Extended our use of Unreal's replication graph to better enhance our network performance.
- Created engine patches to address unimplemented, or partially implemented, features of UE4 that were necessary for a full-game launch.
- Project lead on the Developer and Live Operations portal built in Django to assist with the live-service of Pac-Man: Mega Tunnel Battle.
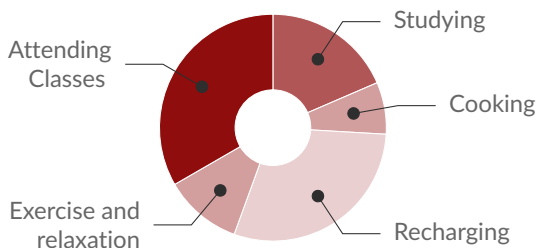
PROJECTS

Arcadia Website

A NextJS application that leverages Google's YouTube api to aggregate video uploads from members of Arcadia.

Arcadia Socials Application

A Python application that leverages YouTube's RSS feed and Google's YouTube api to aggregate video uploads from members of Arcadia and posts them to X (formerly Twitter).

A DAY OF MY LIFE

MY LIFE PHILOSOPHY

"Work hard so you can enjoys life's little pleasures."

MOST PROUD OF

💓 **Shipped Pac-Man**
Pac-Man: Mega Tunnel Battle was the first major release I completed as a team member.

STRENGTHS

Hard-working   Communicator
Eye for detail   Motivator & Leader

Python   NextJS   TypeScript
HTML   CSS   Git   C++

LANGUAGES

English   ● ● ● ● ●
German   ◐ ○ ○ ○ ○

EDUCATION

M.Sc. in Applied Data Science

Frankfurt School of Finance and Management

📅 September 2025—Present

B.Sc. in Computer Science

Montana Tech

📅 August 2015—May 2019

B.Sc. in Software Engineering

Montana Tech

📅 August 2015—May 2019