

Michael Do

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EDUCATION

Georgia Institute of Technology

Atlanta, GA

B.S. in Computer Science (Threads: Media & Intelligence)

May, 2028

Clubs: DataScience@GT, BigDataBigImpact, AI@GT, VideoGameDev

SKILLS

Languages: Python, Java, C#, JavaScript, HTML/CSS, SQL

Frameworks/Tools: React, Node.js, PyTorch, MongoDB, OpenCV, NLTK, Tkinter, Pandas

Other: Git, Jupyter, VS Code, Cloudflare, Vercel, Google Colab

EXPERIENCE

Founder

Sept 2020 – Present

TBHN Studios

Los Angeles, CA

- Founded and led a **6-member indie game studio**, directing/overseeing all project phases + design for **15+** published titles across Roblox, itch.io, and Google Play Store. Oversaw design, development, SFX, music, UI, marketing.
- Developed and launched games using Unity and Roblox Studio, implementing gameplay systems, optimization, and deployment pipelines that together amassed **180,000+ plays/downloads**.
- Built a community of 4,400+** players and developers through Discord/social media and produced devlogs, videos, and showcases generating **1.5M+ views** and **8,500+** YouTube subscribers, driving player retention and revenue.

Software Engineer Lead (Director of Tech)

June 2023 – Aug 2025

International Biology Bowl

Remote

- Developed Python scripts to process extensive corpora of public Biology Olympiad questions, extracting and structuring 3,000+ question/answer pairs into CSV format.
- Automated question uploads to the practice database, expanding participant access to materials and driving a **6% increase in global Olympiad scores**.
- Revamped company website with Cloudflare CDN, accelerating updates for events, and gained **\$5K in sponsorships**.
- Engineered a modular TypeScript system with JSON configs for 100+ employees, optimizing content management, automating updates, **cutting input time by 60%**, reducing storage footprint, enhancing system reliability/scalability.

SWE Intern

May 2024 – Aug 2025

PinE: Partners in Education

Remote

- Programmed a business website using HTML, CSS, JS for interested customers, increasing acquisition rates by **60%**.
- Built JS and Python automations (FAQ, scheduling, SMS/email pipeline) that reduced manual work by up to **40%**.

PROJECTS & AWARDS

MirageV7 LLM | *python, numpy, pytorch, matplotlib, nltk, tkinter, pillow*

- Developed a custom Transformer model (LLM w/ **40M parameters**, 5 layers, 4 heads, 3k context window) trained on an 80GB text corpus with full pipeline implementation via DeepMind “Attention is All You Need”, with a **28 WikiText-103 score and 38% MMLU Zero-Shot Accuracy**.
- Engineered a modular “super-brain” system by combining 10+ models with 20+ helper functions, enabling fully local automation of tasks such as file management, text processing, and multimodal interactions directly on my computer.

AI Stick War 2 | *unity, socket, pytorch, numpy, matplotlib, cv2, csharp, threadings*

- Developed a real-time strategy game (**Stick War 2**) using the game editor Unity, incorporating a fully designed scene all drawn by me and a user interface via the Unity layout editor, completed within a two-month development cycle.
- Programmed a **MAPPO** framework with **2 actors** models, each with 800 input features and over 30 actions each, making them competitively train against each other in the Stick War 2 environment, connections via socket
- Used deep reinforcement learning to train them for over **30k+ games**, forcing the models to learn, adapt, and create strategies against each other. **79% winrate** versus scripted baseline hard mode AI from actual Stick War 2.

TaskVista Aero | *react, node.js, python, pytorch, vercel, render, mongodb*

- Full-stack **task management app** with **AI-driven** task categorization, priority suggestions, and weekly summaries.
- Designed Windows XP-inspired UI with classic buttons, title bars, and progress indicators with frutiger aero style.
- Backend **Python NLP** model classifies tasks and generates insights; deployed full-stack solution on **Vercel**.
- Sends email reminders when due date gets closer, kanban board style responsive layout for all device types.