## Michael Cardoso

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# Summary

I am a recent Computer Science graduate with experience in AI, game development, and software engineering. Passionate about using machine learning and building software applications for innovative solutions. Seeking opportunities to apply my skills in software development.

# Education

**Prairie View A&M University** — B.S. in Computer Science

* **GPA:** 4.0
* **Relevant Coursework:** Machine Learning, Data Structures, Software Engineering

# Skills

* **Programming Languages:** Python, C++, JavaScript, C#
* **Game Development:** Unreal Engine, Godot, Unity
* **AI & ML:** Neural Networks, Decision Trees
* **Tools:** Git, Linux, Virtual Machines

# Experience

**Cybersecurity Research** — Software Engineer & Programmer (**3 years**)

* Conducted dynamic analysis of the WannaCry ransomware using Cuckoo sandbox in a controlled virtual environment.
* Proposed and implemented a multimodal classification framework for ransomware detection, integrating log-based and network-based classifiers.
* Developed Python scripts to simulate user behavior and analyze system logs and network traffic of infected and benign machines.

# Projects

**Chillennium** — Game Developer (**3 years**)

* Collaborated with Texas A&M students in a 48-hour game jam competition.
* Worked in a team environment to quickly prototype and iterate on ideas.

**Outfit of the Day** — Software Engineer (**1 year**)

* Developed an IOS app for my senor design project.
* Implemented image processing and clothing classification features.

# Extracurricular

PVAMU SHPE Social Media Manager— Lone Star’s Computer Science Club Vice President — Mercer Gardens Volunteer