

Michael Bullington

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Work Experience

DJI Technology Ltd.

May 2019 – Dec 2020

Front-End Web Developer Intern

Remote (8mon+, part-time 9mon); Palo Alto, CA (3mon)

- **Product Manager** focusing on the North American market for Public Safety and Enterprise. Responsibilities included planning roadmap/releases for our 4-person team, initiating compliance with the **NIST 800-53** framework (authoring over 75 controls), and creating high-fidelity designs to collaborate with stakeholders.
- Architected and open-sourced team JavaScript infrastructure, style guide, and all non-proprietary reusable code. Contributed to **Turf.JS** and other open-source projects representing DJI.
- Lead front-end web development for a government/private industry project using **Vue** and **Mapbox**. The product required close compliance with government specification and verification.
- Re-built the DJI AirWorks experience to adapt to an online-first conference amid the **COVID-19** pandemic. Duties were shared across the US Web Team and include: design, development, QA testing, and deployment on AWS East.
- Helped to interview candidates for web positions in the Palo Alto office.

Wolfram Research Inc.

May 2018 – May 2019

Intern, Core Engine R&D

Remote (part-time 10mon); Champaign, IL (2mon)

- Overhauled typesetting engine for Wolfram Cloud, improving aesthetic and better matching **TeX** metrics.
- Created a library-agnostic mapping solution with default **Leaflet** driver, combining Wolfram's rich computational intelligence with mapping on the web.

Acuity Brands; DGLogik Inc.

April 2015 – May 2018

IoT Software Engineer

Remote part-time; Oakland, CA

- Helped develop a secure protocol for IoT devices with SDK implementations. It is now an integral part of the company's stack and ships to thousands of customers worldwide such as **Cisco**, **IBM**, and **Intel**.
- Shipped multiple foundational features for Acuity Brands' Atrius suite using **D3**, **THREE.js**, and **Mapbox**. Product has since been used by customers such as **Microsoft** and **Target**.

Education

Pennsylvania State University; Schreyer Honors College

August 2017 – May 2021 (anticipated)

- **Computer Science**, Bachelor of Science (**3.91 GPA**)

State College, PA

HackPSU

September 2019 — Present

- MLH hackathon organized by Penn State students that runs each semester. Created and designed a mobile application for the event using **React Native** and **Firebase**.

Projects

- **geojson.dev**: Core contributor to GeoJSON Playground, a browser tool for editing GeoJSON. GeoJSON Playground uses Mapbox for presentation and Monaco Editor (VSCode) for editing and linting.
- **Interval**: Android application that tracks time for remote workers and displays it in a well-designed manner. Allows for CSV export among other features. Built with **Flutter** and designed with **Figma**.

Skills

- **Programming**: expert in JavaScript, TypeScript, HTML/CSS, Dart, Java; intermediate experience with C# and C++; familiar with Vala, Python, and Verilog
- **Software**: Web Platform, Mapbox, Flutter, Leaflet, GeoJSON, Node.js, React, Vue, Android, TDD, Xamarin, GTK3+, Spring, Git, OpenSSL, SQLite, TeX, GraphQL, Gatsby

Miscellaneous

German-American Partnership Program

June 2016