

Michael Cran

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EDUCATION

University of Central Florida

Bachelor of Science in Computer Science

May 2026

Orlando, FL

- Academic Cohort: Selected for UCF EXCEL, a selective STEM program capped at 300 students annually.

EXPERIENCE

Systems Engineering Intern (Part-Time)

International Computer Exchange

December 2023 - Present

Boca Raton, FL

- Overhauled enterprise IT infrastructure and disaster recovery failover protocols across corporate domains, ensuring 99.99% system availability and a 15-minute Recovery Time Objective (RTO).
- Established and implemented new systems for end-to-end cybersecurity, adopting advanced mitigation techniques and firewall configurations to safeguard 100% of sensitive customer data.
- Led full-lifecycle web architecture development using Next.js and Node.js, refining server-side rendering and asset caching to accelerate page load speeds by 40%.
- Authored Python scripts integrating Machine Learning models to automate financial data reporting, parsing and validating transaction logs to eliminate manual accounting discrepancies.

Social Media Manager & Developer

Lubcubs Gaming

August 2018 - December 2021

Remote

- Orchestrated sustainable development and deployment of custom APIs, modular software extensions to handle big data pipelines during major product launch events, scaling to support a community of over 40,000 players.
- Collaborated with production teams (PopularMMOs, BeckBroJack, Slogo) to deliver high-performance digital assets, reaching 180M+ subscribers and 70M+ views.
- Formulated complex Distributed Systems architecture, event management workflows, and event-driven logic leveraged dynamically to process millions of real-time packets during live production.

PROJECTS

CORE Website | *Next.js, Node.js, WebSockets (Twitch API), PostgreSQL*

March 2026 - Present

- Managed full-lifecycle product development for a real-time web application using Next.js and WebSockets, achieving seamless third-party API integration to aggregate live data streams from 6 concurrent channels simultaneously.
- Streamlined client-side rendering, caching, and state management to ensure a low-latency, responsive UI layout across desktop and mobile browsers.

Army Reserve - Mercury | *React Native, Expo, Next.js, AWS (Lambda/SAM)*

August 2025 - May 2026

- Spearheaded development of a secure, serverless web and mobile application in partnership with the U.S. Army Reserve to modernize administrative workflows for thousands of active soldiers.
- Designed and executed a pitch for a high-fidelity, modular UI component system to military stakeholders, securing buy-in for a fluid web and mobile interface.
- Applied Agile Task Management frameworks to secure approval routing workflows and launch AWS SAM, Lambda, and PostgreSQL Database System serverless infrastructure.

Minecraft Creator Infrastructure | *Java, Restful APIs, JVM Tuning*

August 2018 - December 2021

- Pioneered a portfolio of 50+ custom maps and Java plugins rolled out across global creator pipelines (SSundee, TommyInnit), driving 50M+ collective views.
- Implemented a full-stack web dashboard featuring a Next.js frontend and custom backend, enabling automated asset management, configuration mapping, and 1,000+ asset file distribution.
- Drove measurable performance improvement by conducting comprehensive research, server monitoring, and profiling on game servers via Spark, utilizing hypothesis creation to eliminate memory leaks and enhance TPS by 25%.

TECHNICAL SKILLS

Languages & Frameworks: Java, Python, C/C++, PostgreSQL, JavaScript, TypeScript, HTML/CSS, React, Next.js, React Native, Node.js, FastAPI, Expo, Tailwind CSS, Algorithm Design, Server Architecture

Tools & Cloud: Git, Docker, Nginx, Ubuntu/Linux, Jira/Confluence, Agile/Scrum, RESTful APIs, AWS (EC2, S3, RDS, IAM, SAM CLI, Lambda), Cursor, CI/CD (GitHub Actions), Cloudflare, Vercel/Netlify, n8n/Zapier

Libraries & AI: pandas, NumPy, Matplotlib, OpenCV, pgvector, LLM Integration, AI Automation