

Mike Nasierowski

Software Engineer |
Full-Stack Developer | CS Student

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PROFESSIONAL SUMMARY

Computer Science senior with a strong foundation in full-stack development, systems programming, and AI integration. Proven leadership experience managing cross-functional teams and shipping software products through the full development lifecycle. Experienced in cloud architecture (AWS), algorithm optimization, and interactive simulation. Seeking to leverage technical expertise in C#, Java, and React to contribute to scalable software solutions at IBM.

TECHNICAL SKILLS

- Languages: C, C#, Java, JavaScript, Python.
- Web & Cloud: React, Node.js, AWS (EC2, S3, CloudFront, Route 53), REST APIs.
- Systems & Tools: Git/Version Control, Linux, Agile/Scrum Methodologies, Unit Testing.
- Domains: Algorithms & Data Structures, Object-Oriented Programming (OOP), GenAI Integration, Real-Time Simulation.

SOFTWARE PROJECTS

Web-Based Real-Time Multiplayer Application (The Donner Party) | *Full-Stack Developer & Team Lead*

- Architected a full-stack web application using React for the frontend and Node.js for backend logic, deployed on AWS Elastic Beanstalk.
- Led a team of 5 engineers in an Agile environment, conducting code reviews and managing sprint lifecycles to deliver a robust multiplayer voting system.
- Implemented WebSocket communication to handle real-time data synchronization between multiple clients with low latency.
- Managed cloud infrastructure using AWS S3 for static hosting and CloudFront for content delivery optimization.

Custom Operating System Development | *Systems Programmer*

- Developed a functional operating system kernel from scratch using C and Assembly, focusing on low-level memory management and hardware interaction.
- Implemented core OS components including process scheduling algorithms, file system architecture, and interrupt handling.
- Optimized resource allocation protocols to ensure stability and efficiency in a constrained hardware environment.

Algorithmic Procedural Generation Engine (Project Dither) | *Algorithm Engineer*

- Engineered a complex generation system utilizing Cellular Automata and Prim's Algorithm to programmatically generate interconnected data structures.
- Optimized runtime efficiency for large-scale grid processing, demonstrating strong grasp of data structure manipulation and algorithmic complexity (O notation).

AI-Driven De-Escalation Simulation | *Research Engineer*

- Collaborated on a Generative AI integration project to train library staff, utilizing LLMs to simulate dynamic human conversation and sentiment analysis.
- Submitted research findings on Human-Computer Interaction (HCI) and VR training efficacy to the Association for Information Science & Technology.

PROFESSIONAL EXPERIENCE

Subliminal Sarcasm Studios | *Founder & Lead Software Engineer* | Aug 2025 – Present

- Established a software development LLC, managing legal filings, brand identity, and intellectual property strategy.
- Direct the full software development lifecycle (SDLC) for original IP, overseeing version control, debugging, and release management.
- Lead the implementation of complex C# frameworks for interaction systems and state-management logic.

SUNY at Albany Research Lab | *Technical Research Assistant* | Jan 2024 – Present

- Support the UX and Immersive Technologies Research Lab by maintaining hardware/software infrastructure and documenting technical workflows.
- Assist in the integration of emerging technologies (Unity/Unreal) for academic research projects.

EDUCATION

SUNY at Albany | Albany, NY | Expected May 2026

Bachelor of Science in Computer Science | Minor in Game Design & Development

- *Relevant Coursework:* Operating Systems, Software Engineering, Analysis of Algorithms, Data Structures, Object-Oriented Programming.

PUBLICATIONS & PRESENTATIONS

- Dumas, C., Williams, R., Zhang, J, Borji, S. Jari, R., & **Nasierowski, M.** (Accepted). Navigating Tensions Using Serious Games: Integrating VR, Gamification, and GenAI for De-Escalating Patron Crises in Libraries. *88th Annual Meeting Association for Information Science & Technology*. Washington DC, 14-18, November, 2025.
- Williams, R., Dumas, C., Zhang, J, Borji, S. Jari, R., **Nasierowski, M.**, & Stark, T. (Accepted) Smart Training for Tough Moments: A VR/GenAI Tool for Public Library Staff. *Public Library Association Conference*. Minneapolis, MN, 1-3, April 2026.