

Mick Enev

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EXPERIENCE

.NET Software Engineer

OPTO International

June 2025 - Present

- Developed and enhanced .NET applications (Visual Basic, Blazor) by implementing new features (spell check, rich text styling, dynamic list searching), improving user efficiency and reducing manual effort by ~20%.
- Built a Blazor-based web application from the ground up, streamlining workflows and modernizing legacy processes for 50+ internal users.
- Resolved 100+ bugs by analyzing system behavior, debugging, and delivering reliable fixes, leading to a 30% reduction in recurring tickets.
- Collaborated with 20+ end-users to gather requirements and clarify requests, ensuring timely delivery of solutions and maintaining a 95%+ user satisfaction rating on support interactions.

Computer Science AI Trainer

Outlier AI

January 2024 - April 2025

- Optimized AI-generated responses by refining algorithms and improving code in Python, JavaScript, and C++, enhancing efficiency and accuracy.
- Analyzed software requirements to identify key functionalities, constraints, and edge cases, ensuring efficient AI-generated code solutions.
- Reviewed and validated 100+ AI-generated programming solutions, identifying errors to maintain 90%+ accuracy and improve code generation.

Software Engineering Tutor

University of Illinois Urbana-Champaign

August 2022 - December 2022

- Mentored students in complex algorithmic problem-solving, resulting in a 30% increase in successful project completions and a stronger grasp of data structures and OOP principles.
- Led weekly office hours, assisting 30+ students with debugging and feature implementation for their semester projects.
- Provided guidance on building key features, including a dynamic restaurant recommendation system, user-customized favorites lists, and interactive map-based restaurant displays.

EDUCATION

Master of Computer Science

University of Illinois Urbana-Champaign • Urbana, IL • 2025 • 4.0

Bachelor of Arts in Economics

Minor in Computer Science • University of Illinois Urbana-Champaign • Urbana, IL • 2024 • 3.62

SKILLS

Python, C++, C, Java, JavaScript, VB.NET, SQL, R

React.js, Blazor, MySQL, PostgreSQL, Node.js, Docker, Flask, Tableau

PROJECT

AI Weather App

www.youtube.com/watch?v=pAGXI50EWSC

- Developed an AI-powered Weather App using Java and Android Studio, integrating real-time weather APIs to provide accurate forecasts for 10,000+ U.S. cities, increasing user engagement by 40%.
- Engineered advanced data processing algorithms to enhance forecast accuracy and enable AI-driven responses to user queries with 95% precision, leveraging seamless API integration.
- Designed and implemented a custom caching system, reducing API call frequency by 30%, optimizing performance, and minimizing user data usage.

Database Dashboard

github.com/MickEnev/Mick_Marcos.411

- Engineered a comprehensive database dashboard in Python, integrating MySQL, MongoDB, and Neo4j to provide real-time data visualization and management, increasing data retrieval efficiency by 35%.
- Implemented multi-database querying, optimizing cross-database data retrieval and reducing query response time by 50%.
- Leveraged SQL views to simplify complex queries, further boosting data retrieval speed by 20-50%.

Tower Defense Game

drive.google.com/file/d/12nkK7tiXV-8SY8yc_SRXhsbyaMhi9YFp/view?pli=1

- Led a team of five in building a fully-functional tower defense game using Unreal Engine 5.
- Engineered advanced game mechanics and AI behavior using C++ in Unreal Engine 5, resulting in immersive gameplay with increasing difficulty.
- Organized group meetings and delegated responsibilities, ensuring timely project delivery.