

Malik Michael

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Computer Science senior focused on backend and cloud engineering; experienced in scalable microservices, CI/CD pipelines, container orchestration, and cloud-native solutions (Python, Java, JavaScript, SQL, AWS). Deployed real-time observability dashboards, integrated ML into production systems, and built internal tools that improved developer efficiency and system reliability.

Technical Skills

Languages: Python, Java, JavaScript, SQL

Frameworks: Django, Flask, FastAPI, JUnit, React, NextJS, WordPress

Developer Tools: Git, AWS, Google Cloud Platform, Docker, Kubernetes, Helm, Terraform, Prometheus, Grafana, Loki, Tempo, Mimir, Grafana Alloy, OpenTelemetry, Splunk, CI/CD, GitOps, Microservices, Cloud-Native, Container Orchestration

EXPERIENCE

Cloud Engineer Intern | ATPCO

June 2025 - Present

- **Grafana Observability Stack:** Deployed and configured a full Grafana Labs observability suite — Grafana, Loki, Tempo, and Mimir — on Kubernetes, enabling unified metrics, logs, and distributed traces across all microservices and reducing mean-time-to-detection (MTTD) for production incidents by 45%.
- **Metrics & Dashboarding:** Built and maintained Grafana dashboards powered by Mimir and Prometheus remote write, surfacing real-time system health, SLO burn rates, and capacity trends for on-call and engineering teams across staging and production environments.
- **Log & Trace Pipeline:** Instrumented microservices with OpenTelemetry and configured Grafana Alloy as the collector agent to ship structured logs to Loki and traces to Tempo, establishing end-to-end correlated observability across distributed services.
- **Alerting & SLO Enforcement:** Defined SLOs and SLIs using Grafana's SLO feature and Alertmanager routing rules, establishing tiered on-call alerting that reduced alert noise by 35% while maintaining full error-budget breach coverage.

Jr Systems Dev Engineer Intern | Amazon Web Services

May 2023 - May 2024

- Designed and deployed scalable, resilient cloud infrastructure using IaC tools such as Terraform and AWS CDK, ensuring efficient and reproducible environments.
- Developed and integrated machine learning models into production systems, enhancing data-driven decision-making and predictive analytics capabilities by 62%.
- Led the end-to-end development and deployment of a new service, from initial concept and design through to implementation and ongoing maintenance.

Software Engineer Intern | Cox Automotive Inc.

May 2022 - Aug 2022

- Developed robust internal tools that streamlined operations and enhanced productivity across the enterprise.
- Designed and implemented comprehensive Splunk dashboards, providing real-time insights and analytics to improve system monitoring and incident response.
- Engineered a custom PagerDuty tool, integrating it with enterprise systems to optimize incident management and automate escalations for abandoned accounts.

EDUCATION

George Mason University — B.S. in Computer Science

January 2023 - May 2026

Fairfax, Virginia

Northern Virginia Community College — A.S. in Computer Science

September 2018 - August 2021

Manassas, Virginia

Projects

NuroFit — AI-powered cross-platform fitness app (Flutter, Python, Supabase, Stripe)

April 2024 - Present

- Designed and built a cloud-native, cross-platform mobile app (iOS & Android) delivering AI-powered personalized workout plans, nutrition tracking, and progress analytics.
- Implemented a microservices-based personalization pipeline and in-app analytics to adapt plans to user goals and performance.
- Integrated Supabase for backend, authentication and data storage, and Stripe for secure subscription payments and billing.
- Launched to the Apple App Store and Google Play Store; leveraged CI/CD pipelines for continuous delivery and data-driven user retention improvements.

Twippy — Automated Twitch → YouTube clip uploader (GCP, Python, JavaScript, Firebase, FFmpeg)

December 2022 - June 2023

- Developed a cloud-native automated service to capture Twitch clips, process them with FFmpeg, and upload to users' YouTube channels via containerized microservices.
- Built scalable server-side processing on Google Cloud using Python, with Firebase for user metadata and configuration storage.
- Implemented OAuth integrations with Twitch and YouTube APIs and robust background processing to reliably handle clip conversion and uploads.
- Established CI/CD pipelines to automate testing and deployment, simplifying creators' workflow end-to-end.