

# Michael Holmes

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## EDUCATION

### Carleton University

*Bachelor of Computer Science, Honours Artificial Intelligence and Machine Learning*

Ottawa, ON

Sept. 2024 - Apr. 2029

## EXPERIENCE

### IT Support

May 2026 - Present

*Ottawa Plastic Brush*

*Ottawa, ON*

- Developed different milling patterns to facilitate the creation of molds
- Reworked company website to better market services and attract more purchasing
- Learned Ladder Logic through mock project to understand and explain PLCs behind the various machinery to supervisor

### Delivery Helper

July 2023 - Aug. 2023, May 2025 - Aug. 2025

*DL Building Materials*

*Kanata, ON*

- Assisted drivers in unloading drywall into commercial and residential job sites to complete customer requests
- Trained on how to behave around large machines to facilitate working around them
- Accommodated requests such as placement, location and protective measures to create the best experience for the customer

### Customer Service Rep. and Junior Meat-cutter

Nov. 2023 - Aug. 2024

*Farm Boy*

*Orleans, ON*

- Cut and prepared steaks and other meats to keep the display case presentable
- Trained on opening both the fish and meat departments to help prepare the day for the managers
- Always accommodated customer requests to maintain customer's high level of trust in our service

## PROJECTS

### Mill Programming | *Mach3, G-code, M-code, candle*

May 2026

- Developed the G-code for milling a toothbrush's bristle holes
- Incorporated the proper M-code to create the drilling function
- Taught my supervisor how to use the G-code to properly accomplish tasks to help build a resilient team
- Documented my work and process to allow for easy future implementation

### Movie Warehouse | *Javascript, Node.js, Pug, Express.js*

Mar. 2026 – Apr. 2026

- Created a movie warehouse service that allowed users to purchase movies
- Hosted the server with express to serve Pug pages upon request
- Implemented RESTful design techniques to maintain scalability
- Incorporated templates to serve completed pages upon request

### Castle Hearth | *Godot, GDScript, Aseprite*

Jan. 2025 - June 2025

- Developed a top down game proof of concept for a rogue like
- Used nested arrays and dictionaries to incorporate a dynamic inventory system
- Incorporated Godot's physics engine to randomly generate a map
- Designed the characters and animations on Aseprite

## TECHNICAL SKILLS

**Languages:** Java, Python, R, C/C++, SQL, JavaScript, HTML/CSS, GDScript, G-code, M-code, Ladder Logic

**Frameworks:** Node.js, Express.js

**Developer Tools:** Git, Godot, Google Cloud Platform, Azure, VS Code, Visual Studio, Thonny, IntelliJ, VirtualBox, PowerShell, Mach3, candle, SPSS

**Libraries:** NumPy, Matplotlib