MICHAEL FRYER

Software Engineer & Data Scientist | Master's Candidate

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EDUCATION

M.Sc. in Applied Data Science

Frankfurt School of Finance & Management

Frankfurt am Main, Germany

B.Sc. in Software Engineering and B.Sc. Computer Science **Montana Tech**

☐ August 2015—May 2019 Butte, MT, USA

September 2025—Present

EXPERIENCE

Master's Candidate in Applied Data Science

Frankfurt School of Finance & Management

• Pursuing a Master's in Applied Data Science at Frankfurt School of Finance & Management.

- ☐ September 2025—Present
- Frankfurt am Main, Germany

Associate Game Programmer

Heavy Iron Studios

- Worked closely with artists to transform their UI mock-ups into a functional user experience.
- Extended Unreal Engine's replication graph to meet our network performance requirements.
- Created Unreal Engine patches that included necessary features for a full-game launch.
- Implemented the Live Operations portal using Diango to satisfy the business requirement of a live-service game.

Software Engineer

Butte Food Bank

- Created inventory and reporting software for the Butte Food Bank titled FRED.
- Developed the front-end application of FRED using WPF Forms.
- Expanded reporting features to help the Food Bank meet government regulations.

October 2019—July 2021 Manhattan Beach, CA, USA

☐ Fall 2018—August 2019

Butte, MT, USA

PROJECTS

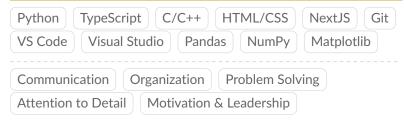
Arcadia Website | NextJS, Vercel, Neon

A NextJS application that leverages Google's YouTube api to aggregate video uploads from members of Arcadia and post to social media.

Personal Website | NextJS, Vercel

My personal website which contains contact information and public information about myself. Built with NextJS, this project doubles as a living CV and portfolio.

STRENGTHS



LANGUAGES

English - Native German - A1



MOST PROUD OF

Pac-Man: Mega Tunnel Battle

Shipped my first major software release of my career with my team.



Arcadia Website

Created arcadia.yt as a hobby project for my community.



Outstanding Achievement

Awarded by the department of computer science at Montana Tech.