

Michael Boneta

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EDUCATION

Binghamton University, SUNY, Thomas J. Watson College of Engineering and Applied Science

Bachelor of Science in Computer Science

Expected May 2029

Connetquot High School

High School Diploma

June 2025

Cumulative GPA: 100.98/100

TECHNICAL SKILLS

Languages: Python, Java, C, HTML, CSS, MIPS 32-bit Assembly, SQL, Powershell, Javascript

Frameworks / Libraries: Spring Boot, Thymeleaf, Node, Express.js, Next.js, React

Databases: MySQL

Software / Tools: Windows, macOS, IntelliJ IDEA, Visual Studio Code, Postman API, Git, GitHub, JSON, Docker

WORK EXPERIENCE

Professional Group Plans, Information Technology & Operations Intern

June 2026 - August 2026

- Streamlined account update workflows by architecting a Flask application that leverages Vertafore's API to integrate Excel data directly into BenefitPoint, eliminating manual data entry.
- Managed client account maintenance and policy-related updates as an operations team member, coordinating data accuracy across BenefitPoint records and supporting day-to-day account servicing activities.
- Assisted with data migration and validation efforts by utilizing pandas to process Excel files and transfer information into automated workflows, reducing manual reconciliation time.
- Safeguarded sensitive PII and insurance documentation by managing secure handling and processing as a general agent, ensuring compliance with data-privacy standards.

LI Script, Information Technology Intern

June 2026 - August 2026

- Reduced administrative overhead by scripting Active Directory commands in PowerShell to enable self-service password resets without administrator intervention.
- Automated distribution-list management by developing a Python solution that integrates openpyxl, Microsoft Graph, and PowerShell to sync staff records from Excel into Microsoft 365.
- Accelerated staff onboarding by building an email-driven automation that parses inbound requests via Microsoft Graph to programmatically add personnel to distribution lists and spreadsheets.

Strathmore Bagels, Part Time Worker

July 2023 - August 2026

- Take orders of any incoming customers in a timely and respectful manner
- Serve food and beverages to guests in a fast paced environment
- Cleaned and maintained store facilities

PROJECT EXPERIENCE

Calendericious (Mobile Native Application), Team Leader

June 2026 - Ongoing

- Built a full-stack mobile app (React Native/Expo + TypeScript) backed by an Express REST API, Prisma 7, and Supabase Postgres, delivering a crowdsourced calendar of day- and time-specific restaurant deals across a catalog of 175+ national chains.
- Designed a location-aware "Near me" feature using device GPS and LocationIQ geocoding with client-side haversine distance filtering and a user-adjustable radius (10/25/50 mi) persisted per account, plus OpenStreetMap/Overpass verification to eliminate fabricated address data.
- Implemented secure authentication and an admin dashboard — token-based sessions, bcrypt password hashing, email-based password reset, and rate limiting — with a fail-closed, key-gated admin console for managing crowdsourced submissions.
- Owned the end-to-end UX and data architecture, including a two-tier restaurant/vendor model, hand-authored Prisma migrations against a Supabase pooler, and a mobile-first UI redesign (segmented

controls, accessible 44pt touch targets, progressive disclosure) that reduced home-screen clutter.

Educational Asteroids: Python Project, Team Leader

April 2024 - June 2024

- Designed and created a variation of the original game *Asteroids*, involving math aimed to help elementary schoolers learn multiplication
- Wrote and designed all methods in asteroid movement, generation, and destruction, using python
- Utilized trigonometry and basic multiplication in projectile movement and the problem generation in the learning intended portion of the game
- Implemented game logic and movement using loops, conditionals, and randomization for asteroid behavior.

Brawl Selector Help, Team Leader

April 2026 - June 2026

- Engineered a full-stack Spring Boot application that integrates with the Brawl Stars API, ingesting 200+ API calls every 20 minutes to parse and aggregate real-time gameplay data on brawler pick rates across maps.
- Designed and implemented server-side rendered dashboards using Thymeleaf and Chart.js, transforming raw JSON API responses into interactive visualizations of brawler usage trends per map.
- Built the data pipeline independently end-to-end, from API polling and data parsing/normalization in Spring Boot to dynamic HTML rendering, enabling real-time insight into brawler popularity across the game's map pool.

LEADERSHIP & INVOLVEMENT EXPERIENCE

ColorStack BU, Member

September 2025 - Present

- Actively participate in professional development workshops to enhance skills such as code development, hackathon experience, and networking
- Contribute to discussions in chapter meetings and activities aimed at promoting computer science and coding
- Build connections with peers, mentors, and industry professionals through active participation in events