

Bailey Waldorf

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EDUCATION

University of Central Florida

Orlando, FL Jun 2014 – Dec 2019

B. S. in Computer Science – College of Engineering & Computer Science

GPA: 3.5/4.0

TECHNICAL SKILLS

Proficient	Java, C, JavaScript, Node, React, Python, HTML, CSS
Familiar	Go, Dart/Flutter, C#, .NET, PHP, SQL, NoSQL, CQL, Bash/Shell scripts
Technologies	Google Cloud, Docker, Git, BitBucket, JIRA, Firebase, Wireshark, Android Studio, Unity

WORK EXPERIENCE

American Express – Software Engineering Intern

New York, NY Jun 2019 – Aug 2019

- Developed RESTful API features in C# and .NET to streamline support tickets and automate the emailing process
- Designed a proof of concept admin dashboard for a recommender system that will use machine learning
- UX research and implementation of a React frontend with a clean and quick interface for Slack/Outlook integrations

JourneyLabs – Software Engineering Intern

Orlando, FL Oct 2018 – May 2019

- Produced frontend solutions for clients focusing heavily on UI/UX and provided mockups for each platform iteration
- Created custom e-commerce APIs using PHP to quickly onboard customers and demo the product

The Home Depot – Software Engineering Intern

Atlanta, GA May 2018 – Aug 2018

- Developed an in-house monitoring app for the Cassandra database to save \$1M+ each year in third-party licensing
- Utilized Prometheus and Grafana to display time-series analytics and create incident responses through PagerDuty
- Deployed in GCP and will be open-sourced; used by the site reliability engineers in over 7 teams

SELECTED PROJECTS

NASA Scribe 3.0 – Developer

Orlando, FL Jan 2019 – Present

Senior Design Project, NLP, ML, Python, Angular, Team Project

- Assisting NASA's Jet Propulsion Laboratory with an AI for transcribing voice communications in the firing rooms
- Developing a "human in the middle" feedback loop to train the AI in recognizing special acronyms
- Containerizing the application in Docker and scalability testing for the RTSP audio streams

MusicMix for Spotify – Project Lead & Developer

Orlando, FL Feb 2019 – Present

Node, React, Firebase, Individual Project

- Generating shared playlists between friends on Spotify by cross referencing favorite songs & artists
- Evaluating song metrics like danceability and BPM to create playlists based on moods and ambient noise

Language Leap – Developer & Designer

Gainesville, FL Jan 2019

Flutter, Dart, Hackathon, Team Project

github.com/baileywaldorf/languageleap

- iOS/Android app for learning new languages by taking pictures of objects and earning points for the correct translation
- Integrated Google Vision API for image recognition and Google Translate API for translations into multiple languages

Rising – Scripter & Graphic Designer

Orlando, FL Feb 2018

C#, Unity, Game Jam, Team Project

risinggame.itch.io/rising

- Worked in a team of five to create a 2D platformer game where players must share a controller and collaborate to win
- Designed sprites and developed C# scripts for animating player and platform movements

ACTIVITY & AWARDS

Junior Knights Volunteer – Mentoring middle/high school students in beginner C and Python programming concepts

YouTube – Created 2 channels focusing on gaming news/tips/tricks and totaling 10M+ views and 70K+ subscribers

Campus Movie Festival UCF 2015/2016 – Headed a film crew and directed/edited two short films (top 16 of 200+)

White House Film Festival – Created a film about technology in the classroom - honorable mention (41 of 2000+)