Bobby Martin

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EDUCATION:

Wentworth Institute of Technology, Boston MA — Expected Graduation August 2018
Bachelor of Science in Computer Science — In-Major GPA 3.40/4.00
RELATED COURSES: Computer Architecture, Data Structures, Cisco CCNA Routing and Switching, Database Management Systems, Assembly Language, Algorithm Design and Analysis, Operating Systems, Computational Physics

LANGUAGES: *Python, Java, HTML/CSS, JavaScript, and SQL; Familiar with FORTRAN 90, C++, and Intel x86 Assembly*
OPERATING SYSTEMS: *all Windows distributions, Arch Linux, and Ubuntu; Familiar with Mac OS and Debian*
TOOLS: *JQuery, Bash, Git, Vim, SSH, JetBrains/Eclipse IDEs*
FOREIGN LANGUAGES: *French*

WORK EXPERIENCE:

Relay Therapeutics, Software/Informatics Co-op | Cambridge, MA — Jan 2017-May 2017
Developed and maintained software to strengthen organization and expedite data exchange in a fast-paced drug research and development environment.

- Constructed full-stack web application to automate crystallographic structure building using Python/Django and Amazon Web Services (AWS)
  - Application increased structure building throughput from 4 structures a day to an unmeasurable upper bound
  - Users are notified via email when their structures are finished being built, build summary is included in email
- Wrote script to send weekly email to chemists containing information about compounds registered that week

PROJECT EXPERIENCE:

Personal Website (bobby-mart.in) — May 2017-present
A simple website that cycles through random colors and shows some fun art with a blur filter

- Purchased domain name and Google Compute Engine VM for hosting personal website using Apache HTTP server
- Built and deployed simple Flask app with some help from JQuery to cycle through random colors and show pictures
- Full source code is available on Github (github.com/CALICAWESOME/bobby-mart.in)

COMP3070 (Assembly Language) Pacman — Oct 2016-Dec 2016
Given a one word prompt pulled out of a hat, groups were given three months to build an application based off the prompt

- Wrote fully functional Pacman game in Intel x86 assembly using the MASM32 assembler and MS Visual Studio
- Game features sound, functional randomized ghost pathfinding, and move instruction caching
- Full source code is available on Github (github.com/CALICAWESOME/COMP3070Pacman)

WIT IEEE Marine Advanced Technology Education (MATE) Underwater ROV Competition, Programmer — Jan 2016-May 2016
Assisted in designing and building an underwater robot with an articulating claw and four thrusters to move robot on and about various axes. Worked with team of 2 other students.

- Developed all software onboard robot and surface station client using Node.js
- Configured networked camera feed from robot to surface using GNU netcat on Linux command line and MPlayer
- Adapted to working environment and programming approach as team members and project design changed rapidly

ADDITIONAL WORK EXPERIENCE:

- Holliston True Value Hardware, Sales & Customer Service Associate | Holliston, MA — (Seasonal) Sep 2013-Aug 2016

PROFESSIONAL ASSOCIATIONS:

- Wentworth Institute of Electrical and Electronic Engineers (IEEE) — Jan 2015-present

OTHER INTERESTS:

- Colleges of the Fenway Jazz band, Drums — Jan 2015-present
- Emmanuel College Ultimate Frisbee team — Sep 2015-present
- Massachusetts Music Educators Association (MMEA) All-State Chorus — Mar 2012, 2013, 2014