

# Eugenio “Bobby” Fortanely

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EDUCATION	<b>Massachusetts Institute of Technology</b> Expected Graduation 6/2015 <ul style="list-style-type: none"><li>Master of Engineering in Electrical Engineering and Computer Science</li></ul>
	<b>Massachusetts Institute of Technology</b> Graduated 6/2014 <ul style="list-style-type: none"><li>Bachelor of Science in Computer Science and Engineering, with Minor in Math</li><li>Major GPA: 4.5/5.0 Overall GPA: 4.5/5.0</li><li>Coursework includes: Software Construction, Performance Engineering of Software Systems, Computer System Engineering, Advanced Data Structures, Advanced Algorithms, Design and Analysis of Algorithms, Introduction to Algorithms, Cryptography and Cryptanalysis, Computation Structures, Artificial Intelligence, Introduction to Machine Learning, Automata/Computability/Complexity</li></ul>
	<b>Pflugerville High School</b> Graduated 5/2010 <ul style="list-style-type: none"><li>Salutatorian in class of 535 students</li><li>16 AP Exams including Computer Science AB: 5, Calculus BC: 5, E&amp;M: 5</li></ul>
EXPERIENCE	<b>Palantir Technologies</b> <i>Software Engineer Intern</i> 6/2014 – 8/2014 (Java) Palo Alto, CA <ul style="list-style-type: none"><li>Augmented data processing pipeline with versioning for deployments</li></ul>
	<b>Google</b> <i>Site Reliability Engineering Intern</i> 6/2013 – 8/2013 (Python, SQL) New York, NY <ul style="list-style-type: none"><li>Created SQLite-based caching mechanism for an existing internal service</li></ul>
	<b>Akamai</b> <i>Platform Infrastructure Engineering Intern</i> 6/2012 – 8/2012 (Python, SQL) Cambridge, MA <ul style="list-style-type: none"><li>Designed, implemented, and completed a currently deployed internal tool for managing cached SQL tables</li></ul>
	<b>Calxeda</b> <i>Engineering Intern</i> 5/2011 – 8/2011 (Python) Austin, TX <ul style="list-style-type: none"><li>Developed validation software for quad-core ARM Cortex-A9 server chip</li></ul>
PROJECTS	Co-developed AI to play Leiserchess, a variant of Khet, for tournament competition Designed ad-hoc networking protocol for first responders in emergency situations
SKILLS	<i>Programming Languages:</i> Python, Java, SQL, C, C++ <i>Markup Languages:</i> HTML, CSS, $\text{\LaTeX}$ <i>Operating Systems:</i> Linux, Windows
AWARDS	Battlecode 2013, Sprint Tournament, 1st Place Eagle Scout, Troop 157, Boy Scouts of America, 2010
ACTIVITIES	Level 2 Magic: the Gathering Judge