

I have been programming since 8th grade and have worked on a variety of different projects. I've reverse engineered kernel byte code, created deep learning models, implemented network protocols, and done full stack web development. I want to work on technology that will change the world and make people's lives easier.

585-465-3716

[axs9701@rit.edu](mailto:axs9701@rit.edu)

Graduate GPA: 4.0

Undergrad GPA: 3.61

### Languages

- C#
- PHP
- C++
- Python
- Javascript
- Scala
- SQL
- HTML
- CSS

### Software

- Linux
- Git
- React
- Docker
- Postgres
- MongoDB
- Jenkins

### Notable Classes Taken

- Deep Learning
- Web Security
- Computer Networks
- Intro to Big Data
- Parallel Systems
- Embedded Systems
- Computer Graphics
- Algorithms
- OOP Design
- Stellar Astrophysics

### Education

**RIT — Masters in Computer Science, Bachelors in Software Engineering,  
Minor in Computer Security  
Graduating December 2020**

### Work Experience

#### **Tesla, Software Engineer Intern — Jan 2020 - Aug 2020**

I worked directly with product managers to create internal front-end applications using React, Typescript, and GraphQL. I've also contributed to simulation software written in Python.

#### **Datto, Software Engineer Intern — May 2019 - Aug 2019**

I worked on a distributed system for backing up petabytes of data consisting of a Scala, PHP, and Ruby backend with an AngularJS frontend. I developed features for a processing pipeline and fixed critical issues affecting customer backups.

#### **EagleView, Software Engineer Co-Op — Jan 2018 - Aug 2018**

I worked with a scrum team doing full stack web development for both customer facing applications and internal micro-services. I worked with Postgres databases, a PHP backend, a JS frontend, and HTML/CSS. I also started a micro-service in Go for my team along with Jenkins jobs to test it and deploy it to Kubernetes.

#### **RSA, Software Engineer Co-Op — Jan 2017 - Aug 2017**

I developed an algorithm to remove hole punch marks from scanned documents using a deep learning model that I trained. I also implemented printer network protocols in C# after using Wireshark for analysis and integrated this into existing software..

### Personal Projects

#### **Garbage Full Detector** - <https://github.com/Experiment5X/GarbageFullDetector>

A deep learning classifier that runs on a Raspberry Pi with a camera to detect if my garbage is full and notify people when it hasn't been taken out.

#### **Feature Map Viewer** - <https://github.com/Experiment5X/DeepFeatureVisualizationWebApp>

An application for generating visualizations of feature maps in the CNN VGG-16.

#### **GscInterpreter** - <https://github.com/Experiment5X/GscInterpreter>

An interpreter for the scripting language used in Call of Duty written entirely in Haskell.

#### **Velocity** - <https://github.com/hetelek/Velocity>

A cross-platform desktop application for managing proprietary Xbox360 files and bypassing security measures with over 150,000 downloads.

---