Finn Childress

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Education

California Polytechnic State University *B.S. Computer Science*   *San Luis Obispo, California*
- **Major GPA: 3.67 | Overall GPA: 3.62**   *Graduating June 2021*
- Courses: Computer Architecture, Systems Programming, Computer Organization, Object Oriented Programming, Data Structures, Calculus (I, II, III, IV), Linear Analysis

Professional Skills

- **Languages: Java, Python, C, SQL, JavaScript, HTML/CSS, Swift**

- MySQL and Mongo Databases
- Virtual Machine Experience
- Node.js and React Native Applications

- Git Repositories
- Full Stack Web Development
- Unix Proficiency

Work Experience

Software Engineer Intern *Cisco, Inc*   *San Jose, California*
- 11-week data analytics summer internship   *June 2019 - September 2019*
- Created Java microservice architecture for company data augmentation using Java frameworks, Maven, and data queueing to convert data storage from Hadoop database to Mongo database
- Created Python application to upload Hive data tables onto Hadoop database platform

Software Engineer Intern *ViaSat, Inc*   *Carlsbad, California*
- Created the "Unified VIPSAM Portal" (UVP) over 10 weeks   *June 2018 – September 2018*
- Created and hosted on a Linux Virtual Machine using a Mongo database and Node.js utilizing Python, JavaScript, and HTML/CSS
- UVP is a user-based web application that allows users to display fleets on a map, view plane trouble tickets, and generate data reports from real-time terminal data streams
- Users include ViaSat, Airforce One, and general aviation satellite communication operators

Owner and Creator of Global Internet Gaming Service *Self Employed*   *Seattle, Washington*
- Independent ongoing project, Website: www.advancius.net   *August 2014 - Present*
- Over 50,000 users, over 1,000,000 website views, and over $4000 in revenue
- Develop and manage an online 24/7 internet gaming service that gives an enhanced multiplayer gaming experience to the game of Minecraft for thousands of players
- Service coded in Java and SQL with website coding in JavaScript, HTML/CSS, and PHP
- Manage funds and profit of server and a staff of 20+ employees

Projects

Poly Pins *Lead Database Developer, Git Repo Manager, UI Designer*   *Winter 2018*
- Winner in SLO Hacks 2018: www.devpost.com/software/slohacks2018-khsd1x
- iOS application that helps users to find places around the Cal Poly Campus
- Uses augmented reality (AR) and Google Cloud Firebase (Cloud Database Hosting) to show the users various pins that represent places that can be found on campus

Nudge *Lead Android Developer, Git Repo Manager, Database Manager*   *Winter 2019*
- React Native application that aims to decrease the effects of Narcolepsy for users
- Uses Machine Learning (Tensor Flow) to provide users with a graph of their daily "sleepiness" trends and predicts user sleep patterns: https://devpost.com/software/nudge-md67h8

Awards and Memberships

- **Dean's Honors List (F&W 2018, W&S 2019) and President's Honors List (2018-2019)**
- Collegiate Club Wresting State CA Championships Second Place   *February 2018*
  www.ncwa.net/news/2018/cal-poly-takes-collegiate-state-title-in-first-ncwa-appearance
- National Society of Collegiate Scholars member   *January 2018 - Present*
- Computer Engineering Society member   *October 2017 - Present*