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Grayson Pike

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EDUCATION

University of Texas at Austin

BS in Computer Science
Expected Jun 2021 | Austin, TX
Conc. in Cyber Security
College of Natural Science
Cum. GPA: 3.31

Johnson H.S.
Grad. May 2017 | San Antonio, Texas
Graduated in Top 5th Percentile

PROGRAMMING

Very Experienced With

- Python
- C
- C++
- Java
- Git
- Bash
- Django
- HTML/CSS
- Linux

Familiar With

- JavaScript
- Arduino
- UEFI Firmware
- Angular
- LaTeX
- Intellij IDEA

LEADERSHIP

Previous Responsibilies

- Agile/Scrum Development Cycle
- Collaborative Code Reviews
- Coordinating Between Teams

COURSEWORK

CS 314 - Data Structures
CS 311 - Discrete Math for CS
CS 429 - Computer Architecture
CS 109 - Ethics in Computer Science

CERTIFICATIONS

CompTIA Security+

May 2017
Certified for vendor-neutral network security consulting.

EXPERIENCE

Blackbaud Inc. | Software Development Intern
Summer of 2018

- Developed **Java Spring Microservices** and **Angular SPAs** in **JavaScript** for an web application used by thousands of non-profits around the globe
- Leveraged **Microsoft Azure** for event ingestion and **MongoDB** storage to build scalable services to handle millions of events per second
- Contributed as a member of an **Agile team** , participating in Sprint planning and **pair programming**

Def-Logix Inc. | Cyber Security Software Development Intern
3 Internships - Summers of 2015-17

- Worked in a team of full-time employees to create a Firmware Security Application and Vulnerability Management System
- Contributed to frequent project design meetings and code reviews
- Led a team of developers using **Agile** project management
- Created several **C and C++** programs to perform security tasks on workstations with the **Windows API**
- Used **Python** with the **Django** framework to create a **RESTful API** for a firmware-based client
- Designed and implemented a monitoring interface employing **React**

PROJECTS

Facial Recognition with IoT Devices | For Use in Home Automation
Jan 2018

- Leveraged the **OpenCV** library with **C++** to recognize faces on a **Raspberry Pi**
- Used facial recognition to unlock doors, customize preferences, and other home automation tasks.

Research with Natural Language Processing | Available on GitHub
Oct 2017 - Present

- Wrote natural language processing scripts in **Python** with the **NLTK** library.
- Programmatically identified differences in translations of Homer's Iliad.

Open Source SDL2 Game Engine | Available on GitHub
Jul 2017

- Built a custom game engine in **C++** using the **SDL2** graphics framework.
- Implemented collision detection, input handling, audio mixing, and event queue.
- Created a demonstrative 2-player space combat game with physics.

EKG Machine | 1st Place at SOHacks Hackathon
Jul 2015

- Used an **Arduino** to create a cost-effective EKG machine.
- Wrote pattern recognition software in **Javascript** to identify irregularities in heart monitoring data.