

DEREK R. ARGUETA

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Education

Brigham Young University, Provo
B.S. in Computer Science

April 2017

Work Experience



Pinterest

Software Engineering Intern

June 2016 – August 2016

San Francisco, CA

- Visibility team, working on the monitoring & alerting infrastructure for Pinterest.
- Rewriting the web interface for an internal monitoring & alerting application from scratch using React and D3.
- Various improvements in the metric-aggregation pipeline, using tools including OpenTSDB, Graphite, Kafka, StatsD, Storm, and Spark
- Contribute to the integration of Zipkin in the company-wide stack for distributed tracing.



Domo

Software Engineering Intern

March 2015 – February 2016

American Fork, UT

- Designed and implemented a UI automation framework for my team's Angular application
- Improved the test coverage of our beta feature by approx. 30%
- Wrote several Python scripts to improve analytics on the usage of our beta feature
- Integrated the 1Password extension on the iOS app login



Verisage

Software Engineering Intern

Feb. 2014 – March 2015

Provo, UT

- Designed, implemented and shipped a multiple full-stack iOS/web applications
- Completed the projects within budget and achieved over 90% test coverage to ensure a quality products
- Assisted junior developers with Python programming and DevOps tasks

Skills

Proficient Java, JavaScript, Python, and C/C++

Work in HTML/CSS, Go, Haskell, Bash, MySQL, PostgreSQL, Kafka, OpenTSDB, Redis, MongoDB

Enjoy distributed systems, data engineering, computer networking and systems programming

Projects

Mynz – Apple watch app, received “Best Game” and “Best Use of MuleSoft” at AngelHack San Francisco.

Nourritour – iOS app for “food tours” using Yelp’s API. Used Twitter for authentication. Developed at AngelHack.

DashTable – A configurable hash table implemented in C++. Can use linear or quadratic probing.

Swiftly Unrolled Linked List – Unrolled linked list implemented in Swift

Tic-Tac-Toe Bot – A bot implemented in Python that uses the Minimax algorithm from game theory. Always wins or draws, never loses. Working on implementing alpha-beta pruning to reduce the size of the game tree for improved performance.

Maze Game – Used JavaScript to build a multi-level maze game with features such as portals and traps.

iPokemon – iOS app that emulates a Pokedex, written in Objective-C. Pulls data from a third-party API.

Django-REST-Seed – A starter project for a Django REST API that is immediately ready to be deployed to Heroku or AWS Elastic Beanstalk.

Notable

- Contributor to open-source projects for NASA, Sendgrid and Pinterest
- Active on HackerRank, LeetCode, and Project Euler
- Participant at HackTX 2013, MHacks 2014, Hack the North 2015 and several AngelHack events
- Chief Technology Officer of BYU Association of Computing Machinery (ACM)
- Organizer of hackathons including LocalHackDay for BYU ACM
- Eagle Scout