

Gregory P. Smelkov

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Education

University of Massachusetts, Amherst

- Master of Science in Computer Science - Expected December 2022

GPA: 3.7

University of Massachusetts, Lowell

- Bachelor of Science in Computer Science - December 2020
- Minors in Math and Business Management

GPA: 3.9, Dean's List

Summary of Skills

- Languages: TypeScript/JavaScript, Python, PostgreSQL, SQL, HTML, CSS, C, C++, C#
 - Experience with: Angular, React frameworks, Git version control, REST APIs, NodeJS, MongoDB, Bootstrap, SSMS, Sass, Agile/Scrum processes
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Work Experience

Software Engineer at Rivet Health (June 2019 - Present)

- Contributed to a SaaS web-app to make healthcare billing more transparent and seamless (TypeScript, Node.js, Angular, PostgreSQL)
- Developing features to improve user experience with a focus on code quality

Software Developer Intern at Contract Logix (September 2019 - December 2020)

- Worked with development team to design and develop contract collaboration portal
- Improved the users' experience by implementing new features and resolving bugs in an AngularJS/.NET web app (C#, JavaScript)
- Created database migrations and used SSMS to write and run SQL queries (SQL)

Software Engineering Intern at MITRE Corporation (May 2019 - August 2019)

- Worked alongside full-time developers as a member of an Agile/Scrum team on a DoD sponsored mission planning system
- Implemented many new features as well as found and fixed bugs in the .NET application (C#)
- Adapted a microservice into a Docker container to run with the rest of the service infrastructure

Research Intern at the Text Machine Lab of UMass Lowell (June 2018 - May 2019)

- Designed and developed an interface to annotate articles and other texts with regard to time to quickly and easily create annotated datasets (JavaScript, HTML)
 - Worked to create an annotated call-to-action dataset to predict political unrest (Python)
 - Created a program to extract user conversations from Reddit for teaching chat bots (Python)
 - Wrote a script to scrape and format text from news articles for a temporal dataset (Python)
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Other Projects

Cage Inventory Management System (MongoDB, Express, React, Node.JS)

- Lead developer on a full stack React web app for tracking student rentals of camera equipment for the art department at UMass Lowell

Personal Website (React, JavaScript)

- Single page website designed to serve as a digital resume, view it here: gsme.dev

Ants and Doodlebugs (C++)

- Developed a simulation to show a balance between predators and their prey

Big Int (C++)

- Created a class to handle mathematical operations for extremely large numbers by storing their data as strings

Evil Hangman (C)

- Programmed a game of hangman where the computer cheats to always win
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Notable Achievements

Co-Author on NLP Paper about temporal annotation

- Can be found at: <https://arxiv.org/abs/1908.11443>