Gregory P. Smelkov

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gsme.dev

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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

Work Experience

<u>Software Engineer II</u> at Markforged (October 2023 - Present)
- Currently working on building internal tools to visualize data from the printers to support faster hardware development (TypeScript, Node.js, React, PostgreSQL)

<u>Software Engineer</u> at Markforged (July 2022 - October 2023)
- Worked on Eiger, the core web-app, for managing parts and printers, specifically to build out the inspection tool for part validation as well as the simulation tool to enable users to anticipate their parts' behavior under various loads (JavaScript, Node.js, Angular, PostgreSQL)

<u>Software Engineer</u> at Rivet Health (June 2021 - July 2022)
- Contributed to a SaaS web-app to make healthcare billing more transparent and seamless (TypeScript, Node.js, Angular, PostgreSQL)

<u>Software Developer Intern</u> 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)

<u>Software Engineering Intern</u> 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 microservices into a Docker container to run with the rest of the service infrastructure

<u>Research Intern</u> 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)
- Created datasets for things like predicting political unrest, chatbots, and temporal annotation

Education

<u>University of Massachusetts, Amherst</u>
- Master of Science in Computer Science - December 2022   GPA: 3.7

<u>University of Massachusetts, Lowell</u>
- Bachelor of Science in Computer Science - December 2020   GPA: 3.9, Dean's List
- Minors in Math and Business Management

Other Projects

<u>Cage Inventory Management System</u> (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

<u>Personal Website</u> (React, JavaScript)
- Single page website designed to serve as a digital resume, view it here: gsme.dev

<u>Ants and Doodlebugs</u> (C++)
- Developed a simulation to show a balance between predators and their prey

<u>Big Int</u> (C++)
- Created a class to handle mathematical operations for extremely large numbers by storing their data as strings

<u>Evil Hangman</u> (C)
- Programmed a game of hangman where the computer cheats to always win

Notable Achievements

Co-Author on NLP Paper about temporal annotation
- Can be found at: https://arxiv.org/abs/1908.11443