Gregory P. Smelkov

31 Sanderson Road,   github.com/IsItGreg   (781) 266 - 8450
Lexington, MA 02420   gsme.dev   gsmelkov@gmail.com

Education

<u>University of Massachusetts, Amherst</u>
- Master of Science in Computer Science - Expected 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

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</u> at Rivet Health (June 2021 - 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

<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 a microservice 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)
- 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)

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