Gregory P. Smelkov

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Education
University of Massachusetts, Amherst
- Masters of Science in Computer Science - expected May 2022
- Relevant courses: Machine Learning, Visual Computing, Optimization, Wireless Networking

University of Massachusetts, Lowell
- Bachelor of Science in Computer Science - December 2020
- Minors in Math and Business Management
- GPA: 3.9, Dean's List, Summa Cum Laude

Summary of Skills
- Working knowledge of JavaScript, HTML, CSS, Python, C#, C, C++
- Experience with React, AngularJS, Agile/Scrum processes, Git version control, Bootstrap, NodeJS, REST APIs, MongoDB, SQL, SSMS

Work Experience
Software Developer Intern at Contract Logix (September 2019 - December 2020)
- Worked as a part of the development team on the existing contract management .NET web-app
- Improved user experience by implementing new features and resolving bugs (C#, JavaScript)
- Contributed to design and development of collaboration portal to streamline client contracts
- 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, identified and fixed bugs in existing .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 for a research paper to annotate various texts with regard to time to simplify and expedite the process to create annotated datasets (JavaScript, HTML)
- Implemented a tool to annotate posts for calls-to-action 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)

Lead Instructor at Empow Studios (June 2016 - October 2018)
- Taught game design, robotics, and programming to elementary and middle school students

Marketing/Operations Intern at Empow Studios (September 2016 - January 2017)
- Gathered marketing information and generated promotional materials

Other Projects
Cage Inventory Management System (MongoDB, Express, React, Node.JS)
- Project manager and developer on full stack web-app to track student rentals of camera equipment for the art department at UMass Lowell
- Develop front end, wrote API calls, set up and integrated database with back end

Personal Website - gsme.dev (React)
- Created and designed a single page website to learn React and Bootstrap

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

Evil Hangman (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