

Gregory P. Smelkov

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Education

- University of Massachusetts, Amherst
 - Masters of Science in Computer Science expected May 2022
 - University of Massachusetts, Lowell
 - Bachelor of Science in Computer Science expected Dec 2020
 - Minors in Math and Business Management
 - GPA: 3.87, Dean's List
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Summary of Skills

- Working knowledge of C, C++, JavaScript, HTML, CSS, Python, C#, SQL
 - Experience with AngularJS, React frameworks, as well as Agile/Scrum process and Git, Bootstrap, NodeJS, REST APIs, MongoDB
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Work Experience

- Software Developer Intern at Contract Logix (September 2019 - Present)
 - Working as a member of the development team on contract management solution (C#, JS)
 - Adding features and bug-fixes to the AngularJS/.NET web app using C#, JavaScript, and SQL in both the front end and the back end
 - 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 various features and bug fixes in the C#/.NET front-end application
 - Used Docker to adapt a micro-service into a container to have it work 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 for a temporal dataset (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)
 - Lead Instructor at Empow Studios (June 2016 - October 2018)
 - Taught game design, robotics, animation, 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
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Other Projects

- Cage Inventory Management System (MongoDB, Express, Node.JS, React)
 - Leading development on a full stack React web app for tracking student rentals of camera equipment for the art department at UMass Lowell
 - 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 (not yet published)
 - Can be found at: <https://arxiv.org/abs/1908.11443>