Gregory P. Smelkov
Full-Stack Software Engineer

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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, MaterialUI, SSMS, Sass, Agile/Scrum processes, Jest

Work Experience

<u>Software Engineer II</u> at Markforged (July 2022 - November 2023)
- Built widely adopted internal tools to visualize data from the printers to support faster hardware development and debugging. (TypeScript, Node.js, React, PostgreSQL)
- Worked on Eiger, the core web-app for 3D printer fleet management. Specifically focused on enhancing the UI for part inspection to validate geometry and incorporating the simulation tool, enabling users to anticipate behavior under load. (JavaScript, Node.js, Angular, PostgreSQL)
- Wrote unit and end-to-end tests to provide complete coverage. (Jest, Cypress)
- Collaborated with designers to create reusable components for an internal component library.
- Worked across teams to deliver enhancements, bringing new functionality and features to users.

<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)
- Implemented new web interfaces with a focus on providing a pleasant user experience.
- Wrote automated tests to improve the quality of shipped code and ensure expected functionality.

<u>Software Developer Intern</u> at Contract Logix (September 2019 - December 2020)
- Worked on the development team to design and build out the contract collaboration portal.
- Improved the user 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, implementing new features as well as finding and fixing 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 temporally annotate articles and other texts, streamlining the process of dataset generation. (JavaScript, HTML)
- Created datasets for 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   Dean's List, GPA: 3.9
- Minors in Math and Business Management

Other Projects

<u>Personal Photography Portfolio</u> (React, TypeScript, Sass)
- Built a single page website to share my photography and experiment with UI design ideas.

<u>Cage Inventory Management System</u> (MongoDB, Express, React, Node.JS)
- Lead development and design 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 at: gsme.dev

Notable Achievements

Co-Author on NLP Paper about temporal annotation

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