KEN GARBER

kengarber@gmail.com | (781)-686-4333 | GitHub: KenG98 | linkedin.com/in/kengar

SKILLS

Languages: Python, Java, Javascript / Node.js, Go, C++, Clojure
Experience: Docker, GraphQL, Microservices, SQL, NoSQL, RabbitMQ, Redis, React, Linux, Pub/Sub
Interests: Distributed Systems, Big Data, Full Stack Web Apps
Other: Fluent in English, Russian; Proficient in Spanish

EDUCATION

Boston University College of Arts and Sciences   Boston, MA
Bachelor's Degree – Computer Science – 3.97 GPA   May 2019

RELATED EXPERIENCE

Facebook, *Software Engineer*   *Sep 2019 – Present*
- Built on-prem agent for network device management in C++ with a Docker deployment.
- Architected a microservices-based architecture with a GraphQL backend.
- Designed end to end platform for network management.

Facebook, *Software Engineer Intern*   *Aug 2018 – Nov 2018*
- Contributed to a distributed queue service with billions of jobs per day in C++.
- Wrote queue administration scripts in Python.
- Designed and implemented throttled bulk deletion feature.

Investment Technology Group, *Software Engineer Intern*   *Jun 2018 – Aug 2018*
- Built messaging service in C++ with a Pub/Sub API.
- Interfaced with high performance C++ messaging middleware.
- Focused on effective library usage, cross platform compilation, and technical specification.

Hariri Institute at Boston University, *Software Engineer Intern*   *Jun 2017 – Aug 2017*
- Utilized Apache Spark on 6 terabyte economics dataset analysis.
- Sped up search queries over 2000% using a Spark Cluster.

Biomedical Engineering Research Laboratory at BU, *Software Engineer*   *Feb 2017 – May 2017*
- Built streaming API for biological sensor data.
- Created Cloud UI for viewing and sharing experiment data.
- Visualized experiment results in the cloud with D3.js.
- Implemented caching and fault tolerance for important data.

RSM, *Programming Teacher*   *Mar 2016 – Jul 2016*

aPriori Technologies, *IT Intern*   *Summer 2014, 2015*

OTHER PROJECTS

- **Big Data –** search a set of over 100,000 resumes by skills using big data algorithms from the FLANN library (Fast Library for Approximate Nearest Neighbors).
- **Web sockets –** Online multiplayer game using Node.js and socket.io.
- **Messaging software –** transmit text messages using audible sound playback (won 3rd place).
- **Algorithms** – physics simulation, enciphering messages, solving Sudoku, computer-generated art.
- **Organizer of BostonHacks** – 350 person Boston hackathon (2017 and 2018).