Kirk Easterson

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Education

KTH Royal Institue of Technology   *Stockholm, Sweden*
M.S. in Computer Science   *Aug 2019 - Exp. Jun 2021*

Stony Brook University   *Stony Brook, NY, USA*
Non-matriculated graduate student   *May 2017 - Jun 2019*

State University of New York at Fredonia   *Fredonia, NY, USA*
B.A. in Applied Music (Double Bass)   *Aug 2012 - Jun 2015*

MIT Experimental Learning   *Cambridge, MA, USA*
Certificate Course: Big Data and Social Analytics   *May 2016 - Aug 2016*

Skills

Languages   Java, Python, C/C++, Go, Javascript, Scala, R, Bash, Prolog, CSS, HTML, MIPS
Software   Git, Android Studio, Hadoop, Tableau, SQL Server Management Studio, Jupyter, AWS, Pro Tools, Photoshop

Experience

Maharam   *Yaphank, NY, USA*
Applications Engineer Intern   *Mar 2019 - Aug 2019*
- Wrote over 3,000 lines of *Java* and *BBj* to assist with data migration to *SQL Server*
- Rewrote original code to reduce overnight push time from 12 hours for 10 tables to 8 hours for over 750 tables

Fire Rescue Systems   *Hauppauge, NY, USA*
Software Engineer Intern   *May 2017 - Aug 2017*
- Debugged and cleaned up code for emergency-response dispatch software used throughout Suffolk and Nassau county
- Wrote in both *C++* and *Java* using *Git* for version control

The Paramount   *Huntington, NY, USA*
Stage Manager   *May 2015 - Aug 2019*
- Stage-managed over 100 acts in one of the world's top 5 clubs
- Worked with artists such as The Beach Boys, Fergie, Joe Jonas, Meatloaf, Weird Al, and Train

The Town Pants
Musician   *May 2014 - May 2017*
- Toured in an internationally established Irish folk band
- Performed in places such as Dublin, Edinburgh, London, New York City, Hawaii, Quebec, and Vancouver
- Played with musicians such as Zac Brown, Cory Henry, and George Millar

Projects

3D Tic Tac Toe AI   *Sep 2019 - Oct 2019*
- Designed an artificial intelligence in *Java* to play a 3-dimensional tic tac toe
- Implemented min-max algorithm to determine the optimal move for each player
- Incorporated beta-alpha pruning and iterative deepening to decrease performance time

Duckhunt AI   *Aug 2019 - Sep 2019*
- Designed an artificial intelligence in *Java* to play Duckhunt
- Used Hidden Markov Models to predict location and species of duck

Segregated Freelist Memory Manager   *Nov 2018 - Dec 2018*
- Dynamic memory allocator for the x86-64 architecture programmed in Ubuntu 16.04 LTS
- Emulates *C* standard library functions *malloc*, *realloc*, and *free*
- Features best-fit placement policy and immediate coalescing on free with adjacent free blocks

SBU Script   *Jun 2018 - Jul 2018*
- Built a complete compiler for a *Python* clone
- Extensive use of *PLY (Python, Lex, Yacc)* parser generator