

Lawrence Qupty

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Experience

Independent Contractor

May 2023 – Aug 2023

Udundi

Remote

- Worked with a team of 9 developers and designers and was responsible to build Shopify web and mobile storefronts for 3 clients, adding features contributing to the improvement of \$26 million in combined sales revenue
- Used multiple web frameworks and tools across different clients including Node.js, Svelte, Vue.js, and GraphQL

Software Engineer

June 2022 – Mar 2023

VisionDAO

Seattle, WA

- Designed and developed a decentralized platform for organization in a startup of 8 members as one of the principal developers; think Kickstarter but with cryptocurrency
- Architected and helped build the "Vision OS" allowing users to add plugins to the platform in a secure way, increasing development speeds and allowing Vision to become a viable product due to high extensibility and modularity
- Implemented the platform's UI in Typescript, React, and TailwindCSS allowing quick deployment, and used Rust for the Vision OS critically increasing the platform's performance
- Simulated and presented user growth and profits using Python, Pandas, Matplot, and other data science libraries leading to a \$10,000 grant

Student Researcher

Sept 2021 – June 2022

University of Washington Najafian Lab

Seattle, WA

- Met with lab members on a weekly basis to learn about building machine-learning models to detect kidney diseases
- Developed a web app to interface with the lab's ML models using JavaScript, React, and React Bootstrap

Education

University of Washington

Seattle, Washington

Bachelor of Science in Computer Science

June 2023

- 3.94 GPA; Magna Cum Laude; Annual & Quarterly Dean's List (All full-time quarters and years)
- Coursework focusing on distributed systems in the software engineering track

Projects

Husky Navigation Services: *Java, Azure, JavaScript, HTML5, CSS3, Git*

[Repository](#)

- **Husky Navigation:** A prototype web application for navigation at the University of Washington campus with interactive UI and REST API backend. Enables shortest-route calculation between buildings and key campus points in a modular and highly scalable way
- **Husky Navigation Content:** Tools that allow users to easily modify and develop mapping data, allowing crowd-sourced mapping localized. Used mapping libraries like Leaflet.js
- **Husky Pack:** Hackathon project for a mobile interface for social media-like experience to a campus-based crowd-sourcing marketplace. Integrated with the Husky Navigation local mapping service to allow students to request to have things like food delivered to them

FitSocial: *React Native, Rust, Git, Rocket, Expo, CSS3, Git*

[Repository](#)

- Designed a React Native frontend and Rust backend social media app with fitness tracking capabilities
- Leveraged continuous integration on GitHub via GitHub Actions to automatically test and deploy the application
- Guided and taught my 4 other teammates Rust, React, and Typescript and lead the project using agile methodologies to 3x development speed and deliver a finished project

DSLabs: *Java, Git*

- Developed a sharded distributed KV store allowing for high-throughput ACID transactions
- Implemented distributed algorithms like primary-backup and Paxos providing fault-tolerance

Skills

Languages : Rust, Java, Python, Typescript, C/C++

Technologies : React, Node, [Rocket](#), React Native, PostgreSQL, GraphQL, Pandas, PyTorch

Dev Tools : Linux, Git, Emacs, Vim, Gitlab/Github, IntelliJ, shell scripting