Orestes Kassian

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EDUCATION

Rochester Institute of Technology | Aug. 2022 – May 2026
Bachelor of Science — Computer Science | Minor in Mathematics, GIS Immersion | *Rochester, NY*
Dean's List All Semesters | GPA: 3.9

EXPERIENCE

RangerLabs startup | May 2023 - Aug. 2023
Software Engineer Intern | *Hybrid | Rochester, NY*
- Developed a research-oriented testing framework for AI developers at startups
- Presented MPVs in client meetings
- Created a Postgres database, implemented with Prisma backend
- Incorporated AWS S3 Buckets, EC2 Instances & RDS
- Used Baseten & HuggingFace APIs to deploy latest LLM models
- Helped develop demo used as grader for LegalBench LLM hackathon
- Greatly reduced run times by optimized codebase structure

JDocs startup | Feb. 2023 - March 2023
Software Engineer | *Rochester, NY*
- Developed secure & reliable C backend for extracting mobile data
- Created a multi-platform deployment architecture using GNU Autotools to easily distribute cross-platform
- Set up a CI/CD pipeline for building deploying mission-critical releases to customers using Github Actions
- Developed secure & reliable C backend for extracting mobile data

PROJECTS

PeerPet | Python, Flask, React, PostgreSQL, Docker | BrickHack 2022, 24H Hackathon
- Collaborated with a small team to create simple peer to peer game
- Helped host a secure file system transfer relay using AWS
- Developed REST API and orchestrated deployments using Linux Daemon
- Implemented feature that allowed users to establish a secure peer to peer connection to transfer game data

MultiPop | Spigot API, Java, Maven, TravisCI, Git | Personal Project, 2022
- Created android application to upload, share play sound files
- Serialized and hosted all data on MariaDB
- Built REST API in Golang
- Developed secure login registration system

Tux Funds | Spigot API, Java, Maven, TravisCI, Git | Semester Long Project, 2023
- Build project using Maven, SonarQube, Spring Boot, Jacoco
- Frontend with Angular
- Documentation with design docs, domain models, SOLID and GRASP principles
- Used Trello and Slack for communication
- Followed Agile and Scrum methodology
- OpenUP phases
- Static code analysis

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R
Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI
Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse
Libraries: pandas, NumPy, Matplotlib