

ORESTES KASSIAN

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Passionate Computer Science student seeking Software Engineering/Development coop. Available starting summer 2024.

EDUCATION

Rochester Institute of Technology

Aug. 2022 – May 2025

*Bachelor of Science — **Computer Science** | Minor in Mathematics, GIS Immersion*

Rochester, NY

*Junior Status, Dean's List All Semesters | **GPA: 3.9***

SKILLS

Languages: Java | C | Python | Rust | Golang | Kotlin | SQL (Postgres & Mysql) | Typescript | HTML/CSS

Frameworks: AngularJS | AWS | JUnit | Flask | Gin

Developer Tools: Linux | Git | Docker | Autotools | Maven | Gradle | Make | mingw32 | Godot | Vim | L^AT_EX

Libraries: pandas | pytorch | huggingface | SQLite | ncurses | libmobiledevice | sqlalchemy | flask | prisma | beautifulsoup

Communication: Portuguese | Ukrainian | NYSSB in French

Activities: RIT Linux Group | RIT Chess Esports | RIT Climbing Club | RIT Taekwondo Club

WORK EXPERIENCE

JDocs startup | jdocs.app

May 2023 – Aug. 2023

Software Engineer Intern

Hybrid | Rochester, NY

- Developed a research-oriented testing framework for AI developers
- Demonstrated 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 Large Language Models
- Contributed to the development of a demo crucial in evaluation submissions for LegalBench LLM hackathon
- Greatly reduced run times by integrating asynchronous functions into a core part of the codebase

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 smoothly distribute cross-platforms
- Set up a CI/CD pipeline for building & deploying mission-critical releases to customers using GitHub Actions
- Architected API system to provide real-time logging to frontend

PROJECTS

Tux Funds | [Angular](#), [Java](#), [Maven](#), [SpringBoot](#), [Git](#)

Semester Long Project, Fall 2023

- Created concept website allowing users to donate and fund needs for disabled children
- Utilized SCRUM to manage team & project
- Used Slack & Trello for daily task coordination
- Followed DevOps methodology throughout the development life cycle
- Fully documented & tested code, performed static code analysis
- Followed object-oriented design principles like SOLID & GRASP
- Structured project into phases in accordance to OpenUp methodology

MultiPop | [Kotlin](#), [Golang](#), [Gradle](#), [SQL](#), [Git](#)

Personal Project, 2023

- Created android application to upload, share & play sound files
- Serialized and hosted all data on MariaDB
- Built REST API in Golang
- Engineered secure login & registration system

PeerPet | [Golang](#), [Makefile](#), [Networking](#), [Git](#)

BrickHacks 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 daemon process using systemd
- Implemented feature that allowed users to establish a secure peer to peer connection to transfer game data