

Scott Krulcik

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Education

Carnegie Mellon University

B.S. Computer Science - Minor in Software Engineering - 3.77 QPA - Expected graduation in May 2018.

Saratoga Springs High School

Graduated 3 of 547 in June of 2014. Scored 2400 on SAT in May of 2013.

Work Experience

Google Inc. - Software Engineering Intern *May 2016 - August 2016*

Overhauled a persistent network queue library for a framework supporting many of Google's Android apps. Improved resource utilization by replacing a blocking paradigm with an asynchronous one. Performed a staged migration to the new model across multiple apps with millions of live users. Coordinated between international teams to develop requirements. Gained experience with concurrent programming, Dagger dependency injection and project planning.

WhatsApp (Facebook) - Software Development Intern *May 2015 - August 2015*

Designed and developed the Apple Watch app for WhatsApp's iOS team. Implemented push notification actions and ensured stable performance under low storage conditions on iPhone. Collaborated with a team of fast moving, performance-driven developers on a global product with hundreds of millions of users. Met with Apple's Apple Watch evangelist and presented work to the WhatsApp engineering team.

Prom App LLC - Co-Founder, Developer *July 2014 - May 2015*

Created an iOS app and a mobile-first web application for a partner in the fashion industry. Implemented social media integration, location querying, and cloud processing into an app available on the Apple App Store. Learned how to build applications across multiple platforms and with branding considerations. [Website](#) - [App Store](#)

Valogix LLC - Software Development Intern *June 2013 - August 2014*

Implemented new features and improved user experience in enterprise inventory management software. Worked in Java, JSP, Python and JavaScript. Used Postgres and the Spring Framework. Learned to collaborate using version control.

Technical Projects

Planetary Robotics (CMU Lunar XPRIZE Team) *January 2016 - Present*

Developed a video compression algorithm optimized for transmission across unforgiving deep space networks. Continue to work with Red Whittaker, Astrobotic and other researchers at CMU to prepare the rover for a moon landing. [Website](#)

Engineering Design and Development - Project Leader *September 2013 - June 2014*

Led a team of 21 students to design and build a stereolithography 3D printer and supporting software. [Github](#)

Other Experience And Interests

Carnegie Mellon University - Teaching Assistant *August 2016 - Present*

Lead recitations and office hours for Principles of Software Construction: Objects, Design and Concurrency with Josh Bloch and Charlie Garrod. Teach API design, testing principles and concurrent programming. Guide students through the design and implementation of applications, including a data visualization framework and MapReduce cluster.

ScottyLabs - Director of Technology *September 2015 - Present*

Manage ScottyLabs' APIs, plan TartanHacks and organize developer workshops. [ScottyLabs](#) — [TartanHacks](#) — [WDW](#)

Programming Languages

Advanced: Java, C, Swift — Intermediate: Objective-C, JavaScript, SML, Python — Proficient: HTML, CSS, bash

Interests

Outdoor Adventures — Hiking in the Adirondack Mountains, downhill skiing, tracking wolves in Yellowstone

History — New York State Military Museum tour guide and docent, SSHS Quiz Bowl trivia team (national semifinalist)

Sports — Kyokushin karate (2nd-degree black belt), varsity track (pole vaulter), pickup soccer