Suneel Freimuth

suneelfreimuth1@gmail.com • suneel.me • Github • LinkedIn

Skills

Skill Sets: Full-stack Web Development, Cloud Computing, Operating Systems, Computer Graphics, GPU Programming, Embedded Systems, Robotics, Artificial Intelligence, Machine Learning, Computer Vision, Programming Language Design, Databases, Testing, Concurrency/Parallelism

Software: Linux (Ubuntu, Arch), React.js, Node.js, Cloud Firestore, WebSockets, WebRTC, Tensorflow, Keras, Numpy, Matplotlib, OpenAPI, OpenGL, Nvidia Jetson, Nvidia CUDA, Arduino, Robot Operating System (ROS), CMake

Languages: Javascript, Python, Rust, Golang, C++, C, Java, HTML, CSS, Zig, x86, Verilog, Haskell

Experience

FAVES • thefavesapp.com • Freelance Software Developer
September 2024 - present
- Cut response time of Chrome extension in half by determining optimal agentic AI through extensive testing
- Optimize and maintain Google Cloud Functions in Javascript and Python

Self-Driving Trucks Senior Design Project • github.com/SuneelFreimuth/scale_truck_control • Department of Electrical Engineering and Computer Science, University of California, Irvine
September 2023 - May 2024
- Built 3 self-driving scale model semi trucks with variety of sensors and onboard computers to explore and extend Cyclops architecture developed by Lee et al. 2022
- Studied dozens of research papers on autonomous vehicle control theory, lane detection
- Managed team of 3 fellow students with diverse skill sets and varying experience
- Removed numerous inefficiencies in existing codebase and improved communications architecture between trucks

Oneboard Inc. • oneboard.live • Chief Technology Officer, Full-Stack Web Developer
August 2020 - September 2022
- Built an online collaborative whiteboard platform for remote education during COVID-19 pandemic serving 1000+ students, educators, and tutors
- Managed and mentored a team of 7 software engineers at various skill levels, leading biweekly Scrum sessions with Atlassian Jira
- Spearheaded major refactors which increased code quality and enabled sophisticated features such as replaying a user's actions on a whiteboard
- Authored large body of detailed documentation on various board features using Atlassian Confluence; edited and proofread documentation by CEO and other engineers
- Integrated platform with external APIs like Stripe for payment processing and subscription management

Harmony • harmony.one • Software Engineer Intern
August 2019 - September 2019
- Developed automated test suite for public-facing blockchain explorer API using Postman
- Collaborated with engineers to produce documentation for the user-facing blockchain explorer
- Provided tech support to validators in blockchain network during major network outage

Education

University of California, Irvine • Donald Bren School of Information and Computer Sciences • Computer Science & Engineering Major
Expected Graduation: December 2024
- Coursework in Python, C++, algorithms, data structures, computer networks, computer graphics, embedded systems, computer hardware design with Verilog