

Thomas DuPlessis

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SKILLS

Best Languages: C++, Java, Go

Other Languages: Haskell, C, Python, sh

Technologies: MapReduce, Flume, SQL, Git, Linux, L^AT_EX

WORK EXPERIENCE

Software Engineer - L4, Google

June 2017-present

Google Maps data infrastructure, Geo-Feeds: developing distributed pipelines to process third party (and internal) data into google maps. Allows clients to access google maps infrastructure to match their data to internal data, obtain statistics on the quality of their data, and splice their data before submitting to the map.

Software Engineering intern, Google

Summer 2016

Google Maps data infrastructure, Geo-Feeds.

Summer Technology Analyst, Citi

Summer 2015

Worked on team developing a front office platform using Java and Spring. I added JSON support to the backend trade processing system so that JSON encoded trade information can be sent through an API call. I also made a stress test program for our backend using Gatling and Scala.

Software Engineering Intern, Kongsberg ITS

Summer 2014

Worked on a digital radio system: doing socket programming in C++ as well as GUI development in C# for a military vehicle control system. I wrote testing software for the control system as well in C++ and C# that communicated over a CAN bus.

EDUCATION

Stony Brook University

MS Computer Science

2017

BS Computer Science, BS Applied Mathematics and Statistics

2016

GPA: 3.59 **Awards:** Dean's List, University Scholars program, Presidential Scholarship

PROJECTS/OPEN SOURCE CONTRIBUTIONS

Visual SLAM Robotics Implementation (course project)

Final project for graduate Computer Vision course on a team of two. We implemented a version of the SLAM algorithm for a real robot based off the paper: A Constant Time Stereo Slam which details an efficient method to localize and map a robot's environment through live a video feed using C++ and OpenCV (Code located on github).

Emacs-Eclim (open source project)

I am a contributor to the open source project "Emacs-Eclim" which provides an interface for emacs to use Eclim, a backend code completion and project manager backend for text editors, using Eclipse. I helped add Scala completion and error checking to the Emacs Eclim project.

Friend Finder App (Android app)

Competed at Mhacks (2013) where we built an android app that would point to a fellow android who had the same app so that you can find your friends. I helped code the formulas to determine the angles and implemented a page with your locations on a map using Google APIs.