Thomas DuPlessis

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SKILLS

Best Languages: `C++`, Java, Go
Other Languages: Haskell, C, Python, shell, JavaScript, TypeScript
Technologies: MapReduce, Flume, SQL, Git, Linux, LaTeX

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 infrastucture to match their data to internal data, obtain statistics on the quality of their data, and splice their data before submitting to the map. Worked on all parts of system:

- optimizing core parts of the infrastructure.
- migrating our backend storage to Google's Knowledge Graph
- implementing API's that internal teams can use to access their processed data.
- creating a highly configurable alerting system visibile from our UI that allowed clients to make their own filters.

Software Engineering intern, Google   Summer 2016

Google Maps data infrastructure, Geo-Feeds. Created a new stats collection process that informed clients which of their data matched to what data in the production database.

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**: Deans 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

Contributed 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 added support for scala in the project

Friend Finder Android App

Mhacks 2013 project where we built an android app that would point in the direction of another connected android.