

Joseph Azevedo

joseph.az@gatech.edu • US Citizen • (423) 284-1197 • [jazevedo620](#) • Portfolio: [jazevedo.me](#)

EDUCATION

JUN 2018 - CURRENT	Georgia Institute of Technology , Atlanta, GA Bachelor of Science, Computer Science Concentration: Information Internetworks & Media	GPA: 4.0/4.0 Graduation date: May 2021
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SKILLS

LANGUAGES:	Go, Rust, Python, Scala, TypeScript, Bash, Java, SQL, C#, C, JavaScript, HTML/CSS
SOFTWARE:	Git, Docker, Kubernetes, Helm, OpenShift, L ^A T _E X, Nginx, Apache, Maven, Webpack, Babel, gRPC/Protobuf, Linux, Windows, SQL (Postgres, MySQL), NoSQL (MongoDB, Elasticsearch)
FRAMEWORKS:	React, Flask, Express, Play, Akka, Vue.js, Android SDK, .NET, WPF
CONCEPTS:	Containerization, Agile/SCRUM, Microservices, Unit & integration testing, CI/CD pipelines

WORK EXPERIENCE

MAY 2020 - AUG 2020	Software Engineering Intern <i>MathWorks</i> <ul style="list-style-type: none">Developed new features in a Golang microservice and a React dashboard, including unit and integration testingDesigned custom Kubernetes controller to work with internal framework and manage dynamic deploymentsWrote design documentation and created proof of concept in Go investigating Kubernetes integration
AUG 2019 - CURRENT	Teaching Assistant <i>Georgia Institute of Technology CS 2340 - Objects & Design</i> <ul style="list-style-type: none">Graded project milestones and held office hours for students making a group project in JSwing or FlaskCreated code style autograder scripts/workflow for Java and Python used by over 800 students

LEADERSHIP

JULY 2019 - AUG 2020	President <i>Georgia Tech Esports Club</i> <ul style="list-style-type: none">Led one of the largest student organizations at Georgia Tech with over 300 active members and 30 competitive teamsDesigned for and led push to unify branding for the club and its events, including logos, graphics, and videosWorked with team of officers to conduct corporate outreach and partner with campus administration for funding
JUN 2019 - NOV 2019	Logistics & Event Administrator <i>Gamefest 2019</i> • gamefest.gg <ul style="list-style-type: none">Led a small team of organizers to plan and host a regional collegiate tournament with over 400 participantsManaged and organized a team of 20 volunteers working the day of the event

PROJECTS

FEB 2020 - MAY 2020	rAdvisor <i>Open-source system resource utilization tool for Docker & Kubernetes</i> • elba-docker/radvisor <ul style="list-style-type: none">Developed a high-performance, concurrent CLI tool in Rust that monitors Linux cgroups and polls the Docker daemonConducted hundreds of distributed experimental workflows using Python/Bash to test overhead and consistencyWrote final report that details the software design, experimental procedure, and results • elba-docker/report
MAY 2019 - CURRENT	Architus Full Stack Application <i>Open-source chat bot & API with web dashboard</i> • architus • architus/architus • architus/archit.us <ul style="list-style-type: none">Engineered front-end web application with React/Redux to consume, process, and display API dataBuilt microservice-based back-end using Python/Flask, Rust, RabbitMQ, PostgreSQL, and ElasticsearchLed migration to use Kubernetes, motivated by increased server load and growing user base (230,000 users)
JAN 2019 - MAY 2019	Risk Web Application <i>Software engineering class group project</i> • riskgame.ga • jazevedo620/cs2340-risk <ul style="list-style-type: none">Engineered back-end and websocket-based network model in Scala, using Akka actors to process game and lobby stateContainerized application using Docker/Alpine and configured deployment on both Kubernetes and OpenShift