

Joseph Azevedo

jazevedo620@gmail.com • US Citizen • (423) 284-1197 • [jazeved0](#) • Portfolio: [jazevedo.me](#)

EDUCATION

JUN 2018 - CURRENT	Georgia Institute of Technology , Atlanta, GA Bachelor of Science, Computer Science Concentration: Networking & Graphics	GPA: 4.0/4.0 Graduation date: May 2022
-----------------------	---	---

SKILLS

LANGUAGES:	Go, Rust, Python, Java, Scala, Kotlin, C, TypeScript, JavaScript, HTML/CSS, Bash, SQL, C#
SOFTWARE:	Git, Docker, Kubernetes, OpenShift, Azure, L ^A T _E X, Nginx, Apache, Maven, Webpack, Babel, gRPC/Protobuf, Linux, Windows, SQL (Postgres, MySQL) NoSQL (MongoDB, Elasticsearch), ANTLR, Selenium
FRAMEWORKS:	React, Flask, Express, Play, Akka, Vue.js, jQuery, Android SDK, React Native, .NET, WPF
CONCEPTS:	Containerization, Orchestration, Agile/SCRUM, Microservices, Unit & integration testing, CI/CD
COURSEWORK:	Data structures, Algorithms, Databases, Object-oriented design, Networking, Operating systems, Combinatorics

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 a 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	Senior Teaching Assistant <i>Georgia Institute of Technology CS 2340 - Objects & Design (Object-oriented design)</i> <ul style="list-style-type: none">Led a team of 6 other teaching assistants to prepare and deliver lectures over the course of the semesterGraded project milestones and held office hours for students making a group project in Java Swing or Python FlaskCreated code style autograder scripts/workflow using Python for student projects used by 1,300+ students over 3 semesters

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 coordinated 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 Logistics & Event Organizer <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 participantsWorked with campus administration to secure support and managed a team of 20 volunteers working the day of the event
-------------------------	---

PROJECTS

FEB 2020 - CURRENT	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/reportContinued working as a research assistant starting Fall 2020 at Georgia Tech to work on integrating this tool into a system performance monitoring toolkit
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 ElasticsearchSpearheaded migration to use Kubernetes, motivated by increased server load and growing user base (40,000+ users)
JAN 2019 - MAY 2019	Risk Web Application <i>Software engineering class group project</i> • jazeved0/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