ANDREW ROJAS

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Education

Johns Hopkins University | B.S. Computer Science & Math — BS: May 2020, MS: May 2021

- Major GPA: 3.79 / 4.0
- Minors: Entrepreneurship & Management, Applied Math & Statistics
- **CS:** Operating Systems, Compilers & Interpreters, Algorithms, Innovation & Entrepreneurship
- **Math:** Elementary Number Theory, Abstract Algebra, CS Innovation & Entrepreneurship
- **Upcoming:** Machine Learning, Optimization, Distributed Systems, Combinatorics & Graph Theory

Skills

- **Languages**: C, C++, Python, PHP, Java, SQL, JavaScript
- **Technologies**: Docker, git, CUDA, gdb, Unix/Linux, REST APIs, regex

Experience & Leadership

NVIDIA | SWE Intern (Enterprise Experience team) — May 2019 – August 2019

- Built Salesforce synchronization service to simplify firmware upgrade experience
- Automated engineering workflow by deploying DGX system analysis tool for customer support cases
- Integrated analysis tool with in-house NVBug tool and Salesforce in order to help customer support
- Presented projects with live demos and explanations to make sure tools are maintainable after summer

Johns Hopkins University | Course Assistant — January 2019 – Current

- Spring 2019: Algorithms, Fall 2019: Operating Systems
- Grade problem sets and exams, host weekly and impromptu office hours

PatientPop | SWE Intern (Integrations team) — May 2017 – May 2019

- Speeded up release testing by up to 70% by creating data seeding API along with OOP interface
- Created full-stack system to support new appointment type for Sikka-integrated customers
- Fixed customer-reported data-sync bugs by analyzing logs, DB history, and partner APIs
- Designed end-to-end tests with Twilio API to prevent manual testing of phone-call tracking features

Association for Computing Machinery (ACM) | President — January 2017 – Current

- Plan career-development and community events with department and Women in CS (WiCS)
- Automate board-management (action item reminders, meeting agenda, knowledge wiki)

Projects

- **CHIP-8 Emulator:** Writing 8-bit interpreter emulator (C) with graphics, sound, and keyboard input (SDL library) as a warm-up for building a Gameboy system emulator.
- **PintOS:** Added BSD scheduler, systems calls, virtual memory, and file system to a simple kernel as part of a group project.
- **XChange:** Identified business need for Machine-learning web application (Python, Flask, Vue.JS) that predicts restaurant food needs based on past sales, weather, time of year and local events to combat national food waste and optimize restaurant revenues. **3rd place JHU Business Place Competition**
- **"SIMPLE" Compiler & Interpreter:** Implemented lexical, syntactic, and semantic analysis, interpreter, simple and optimized assembly code compilation, and stack-based procedures, targeting ARMv6
- **Viterbi:** Assembled ortho-linear keyboard, programmed with open-source QMK firmware