

Austin Berke



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austinberke

*Third-year Computer Science student
at UCLA seeking Software Engineering
Internship for Summer 2018.*

Experience

Ticketmaster, Software Engineering Intern

Jun 2017 – Sep 2017

- Automated provisioning of AWS resources with infrastructure-as-code to serve tens of millions of users/year
- Implemented React/Node.js changes in production services to improve SEO and application performance
- Built a performance and error-rate monitoring dashboard in Ruby while leveraging DevOps practices

Songabout.fm, Freelance Web Developer

Nov 2015 – Jun 2016

- Deployed a virtual private server and migrated PHP web application from shared hosting to the VPS
- Integrated the application extensively with YouTube, Echo Nest, and Last.fm APIs for music functionality
- Introduced PHP/JQuery backend fixes on an existing codebase to improve page load times by over 500%

SongNova, Co-founder and President

Feb 2012 – May 2015

- Oversaw development of a music-based social network and configured a scalable cloud hosting solution
- Managed a three person team and collaborated with several freelance backend developers and designers
- Devised and executed a social media marketing plan including the social network's transition to a music blog

Education

B.S. Computer Science, University of California – Los Angeles

Expected Jun 2019

Dean's Honor List Spring 2016, GPA: 3.4

Skills

- Languages
 - C++, C, HTML/CSS, Python, PHP, Javascript, Ruby, Shell scripting
- Technologies
 - Git, Gitlab CI, Terraform, AWS, Prometheus, Grafana, SumoLogic, Docker

Projects

- Envisioned and developed a dashboard for a high traffic product to monitor metrics such as requests per second and currently deployed commit for each microservice; involved deployment onto an AWS EC2 instance, implementation of a continuous integration pipeline, and development of custom Ruby scripts to parse data from Prometheus queries and other API endpoints
- Produced a robust Arduino program that allows a user to synchronize LED lights to music; includes several mechanisms for designing a light show based on MIDI cues arranged in a Digital Audio Workstation such as Ableton Live. Required low-level memory management due to the constraints of the microcontroller.
Open source @ github.com/austinberke/MIDIToLED.