

# AARON STEINBERG

ASPIRING SOFTWARE ENGINEER

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(818) 800-2989

## Education

University of California - Santa Cruz

Computer Science BS — Graduating Spring 2023

## Experience

### Progenabiome

Bioinformatics Software Engineer Intern

2019-2020, 2022-present

Creating a proprietary bioinformatics pipeline in order to process samples in-house and save tens of thousands of dollars a month on software licenses and cloud computing. Using Python and various libraries to parse proprietary data formats, I helped organize and visualize mostly unreadable digital outputs from lab equipment.

University of California Santa Cruz IT Services

Google Apps SME

2021-present

Technical documentation writer and technician trainer for university-licensed Google Apps products.

University of California Santa Cruz IT Services

IT Help Desk Technician

2020-2021

First hand technical support for staff and students at the university.

University of California Santa Cruz Baskin School of Engineering

Course Grader

Spring 2021

Graded CSE13S, Computer Systems and C Programming.

## Projects and Research

### MediBill

CruzHacks Hackathon First Place Winner

MediBill is a tool to analyze your medical bills. It was made for the CruzHacks 2022 Hackathon. The frontend was done in vue.js and the backend was done using Google Cloud functions. MediBill won the prize for best UI/UX, best use of Google Cloud, and the first place QB3 sponsored prize of \$2000 for the healthcare hack category.

[Link to the project](#)

## A Brief Survey of Data Placement in a Geo-Distributed Storage System using Machine Learning

Authors: Aaron Steinberg and Yash Chhabria

This is a survey paper written for Professor Peter Alvaro's graduate distributed systems class. This research surveys distributed systems that use geo-distributed storage systems for optimal data placement.

[Link to the paper](#)

[Link to the class repository](#)

## HTTP Load Balancing Proxy Server

Final Project for Principles of Computer Systems Design

Written entirely in POSIX standard C, this load balancer, while rather fundamental, is multi-threaded and *almost* fault tolerant. It estimates performance, load, and health of as many HTTP servers as you want. It is designed to balance the loads of HTTP servers we made earlier in the class. It might work with other HTTP servers, though.

This project can only be viewed by request. The repo must be kept private because of plagiarism concerns held by the University of California.