

Rayan Gendre

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EDUCATION

California Polytechnic State University - San Luis Obispo

Bachelor of Science

San Luis Obispo, CA

Expected Graduation June 2024

Major in Software Engineering; Minor in Statistics

Honors Program

Relevant Coursework: Software Engineering I & II; Systems Programming; Data Structures; Design and Analysis of Algorithms; Object Oriented Design; Database Systems; Web Development; Data Science and Machine Learning; Linear Regression Analysis

EXPERIENCE

Pulsepoint Foundation (Heart Attack Response Application)

Pleasanton, CA

Software Development Intern / Co-op

June 2022 – Present

- Developed a React UI Tool for internal and external testing and use of the Address Decision Infrastructure(referenced below), deployed and hosted on AWS using Terraform
- Developing a system using machine learning algorithms to detect when systems went down to eliminate down time, recognizing problems often 2-3 days earlier than before

Software Development Co-op

September 2021 – June 2022

- Brought current address verification(referenced below) infrastructure to a production ready level and helped to release to over 100 customers, built including services such as SmartyStreets and the Google Maps API
- Monitored and drove gradual deployment to production and improved infrastructure and code based on data gathered during the continuous release
- Developed a phone number verification service using text-messages built using AWS SNS and Lambda. Deployed to production

Software Development Intern

June 2021 – September 2021

- Designed and built a multi-endpoint scalable event driven architecture on AWS for information distribution to partners, implemented for 300 customers and growing
- Implemented using tools such as AWS Event-Bridge, DynamoDB, SNS, Lambda, REST APIs, Terraform
- Improved the current Address Decision system (deciding if a location is private or public) for cardiac arrest incidents with AWS Lambda and Python, and increased correct decision making by 90% over the previous process

Costar Group

San Diego, CA

Software Engineering Intern

June 2023 – September 2023

- Developed a Natural Language Search engine to search for real estate listings with the Homes.com product utilizing Large Language Models and AWS Opensearch
- Created a Search UI in TypeScript and Google Maps API and a scalable REST API in Node.js, deployed with Docker, Kubernetes and AWS EKS. Analyzed search results and response time using Apache Spark in Databricks

Cal Poly Cubesat Laboratory (Cubesat Development Laboratory)

San Luis Obispo, CA

Software Engineer Team Lead

December 2022 – June 2023

- Managed a team of 8 software engineers working on a variety of technologies and projects in relation to Cubesats

Software Engineer

November 2021 – June 2023

- Created a system using python frameworks to spot trends in our cubesat telemetry data and alert when anomalies occurred in order to fix issues before they could harm mission critical processes
- Rebuilt and improved current REST APIs for the laboratory to more easily access and process data in the future

SKILLS

Programming Languages: Python, Java, C, C#, C++, React, Javascript, TypeScript, Swift, Objective-C

Technical Skills: Node.js, Unix, CI/CD, Terraform, Git, REST APIs, SQL, MongoDB, Web Development, CSS3, Cloud Development, Docker, Kubernetes, AWS, Apache Spark, HTTP, PostgreSQL, .NET, Statistical Data Analysis, HTML, Databricks

AWS Skills: Lambda, DynamoDB, EKS, ECS, ECR, Eventbridge, SNS, SQS, StepFunctions, API Gateway, S3, Opensearch

Languages: Fluent in French and English