

Raymond “Buck” Bukaty

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Education

Stanford University – B.S. with distinction in Computer Science, June 2020.

Coursework – Principles of Computer Systems • AI: Principles and Techniques

Introduction to Computer Networking ▪ Data Management and Data Systems

Convolutional Neural Networks • Introduction to Natural Language Processing

Skills

Languages: Java (Spring, Reactor, Maven), JavaScript (React), Python, and SQL.

Tools: Git, Splunk, LaunchDarkly, SignalFX, Bamboo CI/CD, Terraform, Firebase

Workplace: Excellent interpersonal and technical communication skills foster trust and knowledge sharing within my teams.

Creativity: Hobby projects include pen plotter art, rhythm game mods, music production, and board game design tools (see buckbukaty.com).

Experience

Atlassian – Engineering Senior Associate (Mountain View, CA) *Jul 2020 – Dec 2021*

- Promoted from New Grad Software Engineer to Engineering Senior Associate at first eligible promotion cycle.
 - As a member of Confluence Beyond team, developed new Java microservices to support the long-term scalability of Confluence's permissions and identity systems.
 - Implemented substantial infrastructure changes within Confluence's legacy codebase to support several long-requested features.

Atlassian – Software Development Intern (Mountain View, CA) *Summer 2019*

- Updated Confluence codebase to query user time zone and language preferences from a new Identity service, allowing for the unification of these settings across Atlassian's product suite.
 - Developed process for modernizing legacy tests to ensure continued code coverage.

Stanford Vision and Learning Lab – Research Intern (Stanford, CA) **Summer 2018**

- Interned in lab of esteemed AI Research Director Fei-Fei Li, contributing to an “Engagement Learning Interaction Agent” designed to learn from online conversations.
 - Developed convolutional neural network models to filter unusable images from real-world data sources.
 - Performed crowd-sourced experiments to validate the efficacy of a novel “question informativeness” ranking algorithm.

Course Project – Project Lead (Stanford, CA) *Winter 2018*

- Led team of four students to create a puzzle game for CS248: Interactive Computer Graphics using Unity and C#.
 - Implemented 3D grid system supporting complex logic puzzles with moving parts.
 - Collaborated with two visual designers to add models, textures, and animations to the game.

Aug 2022