

# Raymond “Buck” Bukaty

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## Experience

### **Career Break, Japanese Study** (San Francisco, CA)

*Jan 2022-Present*

- Motivated by a goal to live in Japan, self-studied written and spoken Japanese to an Intermediate (JLPT N4/N3) level with daily Kanji study and listening practice.
- Supplemented Japanese study by working at a Japanese-owned café in San Francisco, developing conversational proficiency and cultural awareness.
- Kept programming skills sharp with creative hobby projects written in Javascript+React, Python, and Processing (see buckbukaty.com).

### **Atlassian – Engineering Senior Associate** (Mountain View, CA)

*Jul 2020 – Dec 2021*

- As a member of Confluence Beyond team, developed new Java microservices to improve the scalability of Confluence’s permissions and identity systems.
- Selected as a member of a new working group that successfully implemented permissions group renaming, a feature requested for over a decade.
- Promoted from New Grad Software Engineer at first eligible opportunity.

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

*Summer 2019*

- Updated Confluence 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*

- Contributed to early-stage AI agent designed to learn by interacting with people online.
- Developed convolutional neural nets to filter unusable images from real-world data sources.
- Performed crowd-sourced experiments to validate the efficacy of a novel “question informativeness” ranking algorithm.

### **Computer Graphics Course Project – Project Lead** (Stanford, CA)

*Winter 2018*

- Led team of four students to create a short puzzle game 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.

## Education

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

**Coursework** – AI, Computer Systems, Computer Networking, Data Systems, NLP

## Skills

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

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