Calen Robinette

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SUMMARY

Inquisitive, driven graduate student with a strong background in mathematics and problem solving entering the tech industry as a software engineer. Seeking to leverage exemplary communication skills, analytical skills, and coding skills as a Software Engineer.

EDUCATION

Online Masters of Science in Computer Science
Georgia Institute of Technology • Atlanta, GA • Expected Graduation: December 2021 • GPA: 3.0

Bachelors of Science in Mathematics
Portland State University • Portland, OR • 2017 • GPA: 3.31

COURSEWORK

Graduate Operating Systems (CS 6200)
Computer Science • C/C++/Vagrant
Completed three projects over the span of four months to build upon the concepts of inter-process communications, distributed file systems, multi-threading, and gRPC protocols.

Software Development Process (CS 6300)
Computer Science • Java/Kotlin/Github
Learned the principles of multiple software development processes, such as Agile/Scrum, Unified Software Process, and testing based approaches.

PROJECTS

Simplified Distributed File System
• Designed and created a distributed file system using gRPC and Protocol Buffers to implement several file transfer protocols.
• Utilized these file transfer protocols to incorporate a weakly consistent synchronization system.
• Ensured that the synchronization system between multiple clients and single server updated asynchronously with client commands.

Scrabble Practice Android App
• Took on the role of a back-end developer, using Android Studio and Java to implement the architecture outlined in the group UML diagram.
• Coordinated with group members about expectations and deadlines, ensuring that the code worked as designed and was properly reimplemented after testing.
• Utilized Git and Github for version control to coordinate multiple people working on separate tasks on the same code.
• Engineered a working backend that included gameplay as well as storage and retrieval of game statistics.
• Implemented classes using the Room API to abstract over Android's built-in SQLite database system.

SKILLS

Languages: C/C++, Java, Python

Technologies: Git/Github, Linux (Debian/Arch), JUnit Testing

EXPERIENCE

Intern
Citrine Informatics   **October 2017 - June 2018, Remote**
• Created a command-line tool using Python to automate the downloading of articles from multiple publication sites, checking for the correct API key.
• Utilized Tabula to extract data from 27 research papers, generating thousands of data points to aid in building a library of materials data.
• Educated on the methods Citrine uses to create predictive models using collected data.