

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

Masters of Science in Computer Science

Georgia Institute of Technology • Atlanta, GA • Expected Graduation: Spring 2022 • GPA: 3.0

Bachelors of Science in Mathematics

Portland State University • Portland, OR • 2017 • GPA: 3.31

COURSEWORK

Graduate Introduction to 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, Java, Python, JavaScript

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

EXPERIENCE

Data Generator, 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.