**Bob Halloway**

Bobs Home Princeton 08540 *bob@halloway.com 703-439-9999*

**Education**

**Princeton University Computer Science GPA: 3.4 2020**

**Experience**

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| --- | --- |
| **Software Engineer** | Feburary 1st - Present |
| *Google* | Remote |

* 1. Spearheaded development of new features for Google's software products utilizing AWS infrastructure.
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**Projects**

**EKGstandardization**

* Utilized PowerShell scripts for automated data preprocessing tasks, streamlining workflow processes.
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* Collaborated with team members to optimize code in C and Fortran for efficient processing of large EKG datasets.

**Sustainabite**

* Implemented computer vision algorithm using OpenCV in Python to scan barcodes and track items in fridge inventory.

**BattleHack2020**

* Applied advanced Python techniques to manipulate game data, improve gameplay logic, and optimize code performance
* Implemented Python code to interact with the `battlehack20` API for debugging and advancing game turns
* Coordinated team efforts to debug code, set up viewers, and optimize gameplay strategies

**COVIDmap**

* Published project on GitHub to share code and engage with the development community.

**flamenet**

* Developed a distributed network system for early wildfire detection using C++ and JavaScript to automate flame detection and notification.
* Collaborated with a team to create a Nodal Mesh network of CFire Units for swift flame detection and location tracking.

**CCP**

* Executed Shell scripting for automation and streamlining processes in CCP project, involving 26,312 lines of code.
* Developed C# backend functionality for CCP project, contributing to over 5,892 lines of code.
* Implemented responsive CSS styling for improved user interface on CCP project with over 208,554 lines of code.
* Designed and implemented HTML structure for CCP project, totaling over 262,920 lines of code.

**ar-overlay**

* Developed interactive AR overlay using HTML, CSS, and JavaScript for immersive user experience.
* Demonstrated strong problem-solving skills by troubleshooting and debugging code for optimal performance.

**MUNassistant**

* Conducted thorough testing and debugging to maintain code quality.

**PRE-CAN**

* Collaborated with team members to troubleshoot and debug issues in the PRE-CAN codebase.

**FlameNet-HackPrinceton**

* Spearheaded development of a distributed network system for early wildfire detection, utilizing a mix of hardware and software to automate fire detection and notification.