

# Casey Cabrales

<http://www.linkedin.com/in/caseycabrales/>

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## SUMMARY

Enthusiastic software engineer with 3 years industry experience developing leading-edge technologies.

## EDUCATION

**Bachelor of Science in Computer Science**  
*Stanford University*

March 2016

**Coursework:** UI Design, Object-Oriented Development, Security, Web Apps, iOS, Data Visualization, Database Design

## TECHNOLOGY SUMMARY

**Programming/Languages:** Java, C++, C, Python, JavaScript, Swift, HTML/CSS

**Databases:** SQL Server

**Operating Systems:** Windows 7/8/10, Mac OSX, Linux Ubuntu/RedHat/Debian

## EXPERIENCE

**Software Engineer Intern**

June 2015 – Sep 2015

*Apple, IS&T Sunnyvale, CA*

- Developed a new, more efficient method for content management to significantly improve employee productivity
- Solely responsible for full stack product development
- Backend integration with existing systems and current database implementation
- Implemented front-end systems to conform to corporate guidelines for user consistency

**Software Engineer Intern**

June 2014 – Dec 2014

*Symantec, Data Loss Prevention. San Francisco, CA*

- Worked on implementing a notification and cloud storage system for cloud security detection
- Researched and created RPM installers for the cloud components of the data loss prevention product
- Composed wiki pages for company-wide documentation of the cloud storage designs

**Technical Marketing Engineering Intern**

June 2013 – Sep 2013

*NVIDIA Corp. Santa Clara, CA*

- Ran, tabulated, and compared benchmark data for the family of Quadro graphics cards, using Viewperf and SPECapc
- Created and programmed batch scripts for creating an automated benchmark system
- Built server systems and installed software for cloud based services

## PROJECTS

**Stanford Course Display Website, Personal Project**

Present

- Creating a more intuitive information display of the Stanford University course catalog
- Making use of Python and JSON for gathering and storing course information

**Buzzword Bingo iOS App, iPhone and iPad Application Programming**

Winter Quarter 2014 – 2015

*Computer Science Department, Stanford University*

- Final project built in Swift to showcase concepts learned in class
- Implemented peer-to-peer communication for in-game interaction

**AnonMenu, Human-Computer Interaction Design Studio**

Winter Quarter 2014 – 2015

*Computer Science Department, Stanford University*

- Mobile web-app prototype for encouraging users to try something new at popular restaurants
- Anonymized a Yelp-like review process for recommending different menu items based on user preferences (Project: <http://stanford.edu/~caseycab/anonmenu/>)

**Merge Android App, Introduction to Human-Computer Interaction Design**

Winter Quarter 2013 – 2014

*Computer Science Department, Stanford University*

- Designed and implemented an Android app for aiding in the process of music discovery and sharing through peers
- Completed the full design process from need-finding to prototyping (Project: <http://stanford.edu/~caseycab/merge/>)

**Heap Allocator, Computer Organization and Systems**

Winter Quarter 2013 – 2014

*Computer Science Department, Stanford University*

- Implemented custom heap to perform better than the standard heap using malloc, realloc, free, and delete functions in C