

CYRUS FRESHMAN • PROVIDENCE, RI • CYRUS@FRESHMAN.DEV

WORK EXPERIENCE

FRESHMAN.DEV LLC • PROVIDENCE, RI

Owner / Full Stack Software Engineer

April 2022–Present

Various projects, many on MERN stack:

- [greeter](#): social diary. AI/LLM social assistant feature
- [wordbase](#): discontinued word game remake with support for 5 user-requested languages
- [wordle bot leaderboard](#): main leaderboard for Wordle solvers, 300+ submissions

Accepted into [RIHub](#) startup incubator, 1k organic user signups

MEADOWBROOK DAY CAMP • WESTON, MA

Makerspace Specialist

Summer 2024

AMAZON ROBOTICS • PATH PLANNING TEAM • WESTBOROUGH, MA

Software Engineer

September 2019–April 2022

Developed new path planning API for autonomous warehouse vehicles ([demo](#))

Implemented event stream processor for vehicle allocation inputs

Optimized tier-1 data pipeline ecosystem to improve scaling of accessor API by 1500%

Designed internal alarming library used across adjacent teams

Simplified management of client throttling system and collaborated on new self-service workflow

Mentored intern project

Earned the highest possible raise each year and left after 2.5 years

MATHWORKS • DATA TOOLS & GRAPHICS TEAMS • NATICK, MA

Software Development Intern

Summers 2016–2018

Developed full-stack feature for MATLAB Online's Import Tool

Implemented several UI elements for MATLAB's Property Inspector, including colormap ([detail](#))

Created performance test/report to track progress on MATLAB Online graphics optimization

EDUCATION

UNIVERSITY OF MASSACHUSETTS, AMHERST • AMHERST, MA

4.0\ **3.91**

Bachelor of Science in Computer Science

September 2015–May 2019

589 Machine Learning – 514 Data Science – 583 Game Programming – 383 Artificial Intelligence

403 Robotics – 326 Web Programming – 611 Advanced Algorithms – MATH MVCalc LinAlg DiffEq

UNIVERSITY OF AUCKLAND • AUCKLAND, NEW ZEALAND

8.0\ **8.25**

Semester Abroad

Spring 2018

373 Computer Graphics – 351 Database Systems – 345 Human-Computer Interaction

OTHER PROJECTS & ROLES

3D Game Development in Unity

2019

Designed rally-car couch game with Nintendo Joy-Cons for player input ([link](#))

Hierarchical Control System for Simulated Pong-Playing Robot

2019

Composed behavior from low-level PD controllers to integrated gameplay for course competition

Hackathon Competition

2018

Won 'Most Innovative' for idea with random group while studying at University of Auckland

Team Lead, Competitive Programming Interest Group

2017

Qualified at BOSPPE Preliminary as first-time ICPC competitor ([scoreboard](#))

Achieved 6th place in the ICPC 2017 Northeast North America Regional Contest ([scoreboard](#))

- new team competing against established teams from e.g. MIT, Harvard

- 6th out of 17 teams total, responsible for 3.5 of 4 team points

Secretary, Association for Computing Machinery (ACM) Student Chapter

2017

PROGRAMMING LANGUAGES, STACKS, TECHNOLOGIES & METHODOLOGIES

Java, JavaScript/TypeScript, Python, C/C++, Kotlin, Ruby, C#, MATLAB, HTML/CSS

MERN stack (MongoDB, ExpressJS, ReactJS, NodeJS), SQL, Redis

Chrome DevTools, Git, Unix shell, AWS, REST APIs, Service-Oriented Architecture, Agile