FRESHMAN.DEV LLC • OWNER • BOSTON, MA Software Developer 2022-2023 Miscelleaneous software projects AMAZON ROBOTICS · PATH PLANNING TEAM · WESTBOROUGH, MA Software Development Engineer SEPTEMBER 2019-APRIL 2022 Developed unstructured path planning API for autonomous warehouse vehicles (demo) Implemented real-time event stream processor for vehicle allocation Optimized tier-1 data pipeline service ecosystem to improve scaling of accessor API by 1500% Designed internal alarming library used across adjacent teams Simplified management of throttling system and collaborated on self-service workflow for clients Presented technical design decisions Undertook occasional UI design work Mentored intern project and positively influenced programming methodology of colleagues MATHWORKS · DATA TOOLS & GRAPHICS TEAMS · NATICK, MA SUMMERS 2016-2018 Software Engineering Intern Developed full-stack feature for MATLAB Online's Import Tool Implemented several heavy UI elements for MATLAB's Property Inspector, including colormap (detail) Created graphics performance reporting app for progress tracking 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 MERN-based Web Applications 2021-2023 (wordbase.app) remake of discontinued multiplayer word game (wordle.freshman.dev) leaderboard for programmatic Wordle solvers (dinder.social) make new recipes with random people on the internet (pico.cafe) resources for getting started with the Raspberry Pi Pico (follow-sync.freshman.dev) sync follows between Twitter and Mastodon (basin.fish) fishbowl, a party game similar to charades Hierarchical Control System for Simulated Pong-Playing Robot 2019 Composed behavior from low-level PD controllers to integrated gameplay for course competition 3D Game Development in Unity 2019 Designed physics-based couch game with Nintendo Joy-Cons for player input (link) Hackathon Competition 2018 Won 'Most Innovative' for idea with random group while studying at University of Auckland Team Lead, Competitive Programming Interest Group 2917 Achieved 7th place in the ICPC 2017 Northeast North America Regional Contest (scoreboard) Qualified at BOSPRE Preliminary as first-time ICPC competitor (scoreboard) Secretary, Association for Computing Machinery (ACM) Student Chapter 2017 PROGRAMMING LANGUAGES, FRAMEWORKS, TECHNOLOGIES & METHODOLOGIES Java, JavaScript/TypeScript, Python, C/C++, C#, Kotlin, Ruby, MATLAB, HTML/CSS, SQL MERN stack (MongoDB, ExpressJS, ReactJS, NodeJS), Django, Dojo Toolkit

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