Christo Polydorou

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EDUCATION

Carleton College	Northfield, MN
Bachelor of Arts	Graduated June 2024
Major in Computer Science. Graduated with Distinction	Cumulative GPA: 3.67/4.0

- Relevant Coursework: Data Structures, Algorithms, Software Design, Advanced Software Design, Computer Systems, Programming Languages, Parallel Computing, Cryptography, Networking, Computability and Complexity.
- Activities: D3 Men's Basketball, Hack4Impact, Student-Athlete Advisory Club, Athlete Investment Club
- Leadership: TA for CS.111: Intro to Computer Science; Grader for CS.252: Algorithms
- Received Distinction on Senior Capstone project for exceptional leadership skills.

University of Cambridge	Cambridge, England
History of Computing in England	Jun 2022 – Aug 2022

- Relevant Coursework: Cryptography, History of Computing, History of WWII

TECHNICAL SKILLS

Programming Languages: Python | Java | C | JavaScript/TypeScript | Swift/SwiftUI | SQL | C#
Tools, Databases, OS: Linux | Azure | AWS | MongoDB | PostgreSQL | Git | Docker | Jupyter Notebook | Unity
Web Technologies: React.js | HTML/CSS | Flask | MaterialUI | Node.js | Uvicorn

WORK EXPERIENCE

Pearson	Bloomington, MN
Software Engineer Intern	May 2023 – Feb 2024

- Enhanced exam scheduling efficiency (in test) by 30% by developing a LangChain and OpenAI LLM chatbot; streamlined custom client chatbot via Flask and Pandas and presented the approach to the C-Suite & Exec team.
- Expedited web scraping efficiency by 40% across 4000+ websites via BeautifulSoup, NLTK, and async functions.
- Investigated 20,000 user comments via sentiment analysis to inform product improvement and CX strategies.

Hack4Impact (student-led 501(c)3 building software for nonprofits with 900 members across 12 chapters)	Philadelphia, PA
Backend Web Developer	Sep 2023 – Present

- Attained a 25% improvement in app performance by refactoring 20+ AWS Lambda functions for seamless integration with Amazon RDS, enhancing data retrieval processes for user applications.
- Promoted an 8% increase in effective community service by bolstering mobile and web applications; collaborated with peers from Carleton College and local non-profits.

SayKid (world's 1st screen-less, play-based learning platform; Top 20 in 2020 Startups Watch List)	Minneapolis, MN
Game Developer Extern	Dec 2023

- Developed a new process using AWS Lambda functions to connect Alexa Skills to Voiceflow Dialog API.
- Collaborated closely with the UX/UI team to ensure seamless integration of voice commands with visual elements, contributing to increased user satisfaction for game interactivity and usability.

Stealth Startup	St. Paul, MN
Software Development Intern	Jan 2023 – Mar 2023

- Developed and fine-tuned a comprehensive suite of 10+ CRUD screens using TypeScript, React, and MaterialUI, leading to 15% increase in operational efficiency observed during testing.
- Bolstered on-time delivery of high-quality software solutions by 10%, streamlining 7+ robust UI components.

PERSONAL PROJECTS

Swiftly: AI Powered To-do List ([GitHub](#))	Mar 2024

- As part of a senior capstone project, I lead the development of an iOS app that aggregates users' daily tasks in various views, and gives ML recommendations for scheduling. Developed using SwiftUI, CoreData, CreateML.

Algorithm Arena ([GitHub](#))	Nov 2023

- Built a frontend and backend for a competitive programming web app using React, MaterialUI, AWS, and MongoDB; includes over 20 LeetCode style questions that are evaluated in real time using 100+ test cases.

Scheme Interpreter ([GitHub](#))	Sep 2023

- Engineered a C-based scheme interpreter, optimizing tokenization, parsing, and interpretation processes.

Unity Games	Sep 2023

- Developed a Flappy Bird and Terraria-like open world game (chunk generation, player movement, etc) using Unity/C#.