Charles Dracos

cndracos@gmail.com
+1 (914) 393 0777
www.cndracos.com

Education

Duke University
Class of 2020
Computer Science B.S.
Minors in Economics
  and Philosophy
GPA 3.54 (3.76 in Major)

Horace Mann School
Class of 2016
GPA 3.67

Honors/Awards

Duke University
Dean's List Fall 2017

Horace Mann School
Varsity Captain (Soccer,
  Swimming, Track)

Skills

Programming Languages
Java, C#, C, Assembly (MIPS),
Python, Javascript, Swift,
HTML, CSS, SQL

Technical
Git, Virtual Machines,
Command Line, Microsoft
Azure, Jenkins

Spoken Languages
English, French

Relevant Coursework

- Software Design &
  Implementation
- Data Structures & Algorithms
- Computer Architecture
- Discrete Mathematics for
  Computer Science
- Multivariable Calculus
- Probability / Statistical
  Inference

Work Experience

Impero Software – Software Developer Intern
May 2018 – Present | Nottingham, UK
- Improved internal testing platform used to create virtual clients (via TCP) and simulate server stress by adding message sending and group functionality
- Corrected automated performance tests (Jenkins) by solving race conditions and properly removing/renouncing clients from the company server, allowing the program to pass 100% of tests (from 36%)
- Planned logic for company website to remember previously logged in users via cookies and enable the site to properly await confirmation for teacher login to Google Classroom
- Refactored token authentication/validation for company's web server API into key signing (and refreshing) and token validating classes for stronger encapsulation and security

Teaching Assistant for CS 201 & CS 308
Starting August 2018 | Duke University
- Will grade student exams, lead discussions sections, hold office hours, and answer questions online for a class which introduces students to Java, hash maps, compression algorithms, and other data structures / algorithms (201)
- Will read and give feedback for student code projects, design labs to introduce software development concepts such as lambdas, reflection, and event listeners and meet one-on-one with students to give personalized suggestions for code design (308)

Projects

voogasalad – Game Engine (Java)
March 2018 – May 2018 | Duke University
- Developed a side-scrolling game engine for a 10-person group project of 15,000+ lines by implementing an Entity-Component-System design pattern

sphereCrypt (Python)
June 2018 – Present | Nottingham UK
- Creating an encryption/decryption scheme from scratch which takes a message and bounces it around a virtual sphere to create an encrypted message that can be decrypted using the same mechanism

Personal Website (HTML/Javascript/CSS)
July 2018 – Present | Nottingham UK
- Designing a webpage from scratch which displays personal interests and projects in a smooth, user-friendly way

Community

Computer Science Peer Tutor
September 2017 – May 2018 | Duke University
- Tutored students struggling in computer science courses to further explain course principles and improve understanding of difficult topics

VR Lab Assistant
February 2018 – Present | Duke University
- Prepared students and faculty to interact with Duke's virtual reality environments for recreational or professional purposes