

Charles Dracos

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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
Computer Science and Math
Senior Honors

Skills

Programming Languages
Java, C#, Javascript, C,
Assembly (MIPS), Python,
Swift, HTML, CSS, SQL
Technical
Git, Virtual Machines,
Command Line, Microsoft
Azure, Jenkins

Relevant Coursework

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

Interests

Card Playing, Star Trek, Travel,
Food, NBA, Skiing, Pixar

Work Experience

Impero Software – Software Developer Intern

May 2018 – August 2018 | 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 enabled the site to properly await confirmation for teacher login to Google Classroom
- Refactored token authentication & validation for company's web server interface for stronger encapsulation and security

Teaching Assistant / CS 201 & CS 308

August 2018 – Present | Duke University

- Grade student exams, lead discussion 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)
- Read and give feedback for student code projects and design labs to introduce software development concepts such as lambdas, reflection, and event listeners (308)
- Meet one-on-one with students throughout the semester 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)

Summer 2018 | Nottingham UK

- Created an encryption/decryption scheme 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)

Summer 2018 | Nottingham UK

- Fully designed a webpage displaying personal interests and projects in a smooth, user-friendly way

Community

Computer Science and Economics Peer Tutor

September 2017 – May 2018 | Duke University

- Assisted students in computer science and economics courses

Virtual Reality Lab Assistant

February 2018 – Present | Duke University

- Prepare students and faculty to interact with Duke's virtual reality environments