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
Fall 2018 | 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