Charles Dracos

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Education

Duke University
Class of 2020
Computer Science B.S.
Minors in Economics
and Philosophy
GPA 3.53 (3.73 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/C++, MIPS, Python, HTML, CSS, SQL, XQuery, JSON, Bash

Technical
Git, Terminal, Google Compute Engine, Google App Engine, Jenkins, Postgres, MongoDB, Paxos/RAFT

Relevant Coursework

- Software Design & Implementation
- Data Structures & Algorithms
- Computer Architecture
- Operating Systems
- Introduction to Database Systems
- Discrete Mathematics for Computer Science

Interests

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

Work Experience

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)

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%)
- Refactored token authentication & validation for company's web server interface for stronger encapsulation and security

Projects

thread_library (C++)
October 2018 | Duke University
- Wrote a thread library that implements thread creation, yielding, locking, and condition variables along with a test suite which checked thread queue logic and proper context swaps with handoff locks

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

Virtual Reality Lab Assistant
February 2018 – Present | Duke University
- Prepare students and faculty to interact with Duke's virtual reality environments

Computer Science and Economics Peer Tutor
September 2017 – May 2018 | Duke University
- Assisted students in computer science and economics courses