Charles Dracos

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www.cndracos.com

Education

Duke University
- Class of 2020
- Computer Science B.S.
- Minors in Economics and Philosophy
- GPA 3.60 (3.77 in Major)

Honors/Awards

Duke University
- Dean's List Fall 2017, Spring 2019

Skills

Programming Languages
- Java, C#, Javascript, C/C++, MIPS, Python, HTML, CSS, SQL, XQuery, JSON, Bash, React.js, GraphQL

Technical
- Git, Terminal, GCP, Jenkins, Postgres, MongoDB, RAFT, AWS, numpy

Relevant Coursework

- Software Design & Implementation
- Data Structures & Algorithms
- Computer Architecture
- Operating Systems
- Introduction to Database Systems
- Discrete Mathematics for Computer Science
- Matrices and Vector Spaces
- Design and Analysis of Algorithms

Interests

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

Work Experience

Amazon – Software Development Engineer Intern
June 2019 – Present | Seattle, WA
- Created internal tool to decrease developer time spent on launching a new Twitch Prime supported country by two days to a week per launch by automating the process of updating a DynamoDB instance with given marketplace information

Teaching Assistant (CS 308)
August 2018 – May 2019 | Duke University
- Read student code projects and designed labs to introduce software development concepts such as lambdas, reflection, and event listeners while meeting 1-on-1 with students to give personalized feedback

Teaching Assistant (CS 201)
August 2018 – December 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 relevant data structures or algorithms

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%)

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

Facial recognition (Python)
Spring 2019 | Duke University
- Used the numpy Python package and hand-developed matrix factorization algorithms to create a facial recognition program that takes facial profile pictures and uses the concept of 'eigenfaces' to determine whether a new picture represents the same person from a given sample set

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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