Gregory Cowles

Experience working on distributed systems in academia and applying those skills to maintaining a live B2B SaaS product. Also, I've developed wonderful gaming experiences in concert with a small team of engineers.

1105 White Street
Ann Arbor, MI 48104
(971) 205-8182
cowlesg@umich.edu
https://cowlesg.github.io/

EXPERIENCE

Merge API, New York City—Software Engineering Intern

MAY 2022- AUGUST 2022

Implemented frontend and business logic for a new search feature that granted users full text search of their logs. Helped convert the backend from Postgres to Opensearch to enable efficient text search.

Analog Devices Inc, Boston— *Digital Design Intern*

MAY 2021 - AUGUST 2021

Created scripts to automate tuning and testing of hardware modules.

EDUCATION

University of Michigan, Ann Arbor— *BSE Comp Sci*

AUGUST 2019 - APRIL 2023

Focused on Operating, Web, and Distributed Systems courses. Also, Intro to Machine Learning, Computer Security, Autonomous Robotics and Art History. Game Design was my senior capstone project.

PROJECTS

Opensearch Logging— *Merge Intern Project*

Migrated a logging feature from Postgres to Opensearch to improve user experience and cut the operating cost of Merge's platform.

Haunt — *2D Action Game*

Learned agile project management and how to cope with crunch in a capable team. Managed progression system and visual design for the 3rd place game at Michigan's game expo.

Paxos— *Distributed Consensus protocol*

Allows a network to reach consensus for ordering and executing user requests despite network partitions. Consistency over availability.

SKILLS

Agile project management

Managing a full stack web product: frontend, business logic, and database

Working on feature branches continuously integrated into live production

Efficient and productive teamwork under duress

Building games in Unity

PERSONAL QUALITIES

Tenacious: committed to solving problems with the knowledge that failure leads to learning, girded by tireless work ethic.

Adaptable: able to bypass group politics and work with a variety of stakeholders to help a team work to its full potential.

LANGUAGES + FRAMEWORKS

English, Spanish, C/C#/C++, Python, Javascript, Typescript, React, Django, Opensearch, Postgres, Unity