

# Gregory Cowles

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## Summary

I have written code for distributed systems in academia and worked on new product features across the full stack of a B2B SaaS tool in production. I seek to apply my learnings by working on live distributed systems in industry.

## Education

**University of Michigan, Ann Arbor** - *B.S.E in Computer Science*

AUGUST 2019 - APRIL 2023

- GPA: 3.465/4.0
- Coursework: Operating Systems, Web Systems, Distributed Systems, Machine Learning, Computer Security, Game Design, Foundations of Computing, Algorithms and Data Structures, Linear Algebra.
- Awards: Cum Laude, 6 Terms Dean's List (GPA 3.5+), 3rd Place at University of Michigan Games Showcase

## Experience

**Merge API, New York NY** - *Software Engineering Intern*

MAY 2022 - AUGUST 2022

- Identified search feature opportunity through conversations with product manager and helped launch it.
- Created RESTful Django endpoints to handle frontend requests from a user-facing search feature and wrote accompanying unit and integration tests that ensured seamless rollout to production.
- Assisted chief architect with indexing new searchable documents from REDIS cache to OpenSearch, and helped load test Opensearch shards with live indexing and searching workloads from client activities.

**Analog Devices Inc, Chelmsford MA** - *Digital Design Intern*

MAY 2021 - AUGUST 2021

- Developed modular python tooling to evaluate components of an embedded system and automate data collection of their performance. Code used by QA teams to accelerate their own calibration processes.

## Projects

**Haunt** - *2D Action Game*

- Listened to user playtesting feedback to organize agile development sprint tasks that prioritized features among my team of 5 developers leading to an award-winning finished product after 6 weeks.
- Built reusable components in C# that other group members could build out according to their needs.

**Paxos** - *Distributed Consensus Protocol*

- Designed layered software in Golang with clear API abstractions allowing a network of computers connected by TCP and UDP to reach a consistent ordering of requests despite partitions or failures.

## Skills and Frameworks

English, Spanish, C/C#/C++, Python, Javascript, Golang, Typescript, React, Django, Opensearch, Postgres, Docker, WSL, Linux, Unity, git, Agile development, Jira, SQL, MySQL, TCP, UDP, Sockets, Concurrency, Threading