David Calderon

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| **Education** | | | | |
| **Georgia Institute of Technology (On-Campus: Atlanta, GA)** | | August 2022 – December 2024 | | |
| * Senior, B.S. in Computer Science; Threads: Systems/Architecture and Intelligence; GPA: 3.92 * Relevant Coursework: Data Structures and Algorithms (Java), Software Engineering (Java), Advanced Computer Architecture (C/C++), Operating Systems (C), Computer Systems/Networking (C), Machine Learning (Python) | | | | |
| **Work Experience** | | | | |
| **Google: Software Engineering Intern (Sunnyvale, CA)** | | May - August 2024 | | |
| * Working on the Cooling Enhanced Reliability project for the Fault Management team (Technical Infrastructure org) by creating a data and analysis pipeline using MapReduce/Flume, C++, and SQL in order to track statistics and metrics. * Requires the presentation of data related to cooling patterns, failure rates, power, etc. for Google’s fleet of millions of servers across a 4-year (and increasing) window, using various filters. | | | | |
| **Amazon: Software Development Engineer Intern (Austin, TX)** | | May - August 2023 | | |
| * Doubled average ad targeting affinity values for Amazon Audio services by creating new algorithm in AWS Lambda with Java for categorizing audience insight data, for improved ad targeting services. * Increased number of insights used for data gathering/dashboard population by 2500% by communicating with internal API team for best usage of API; created Amazon S3 services to cache collected data into CSV files for data analysis. * Researched and implemented additional features, such as filtering of low-relevance data, building feature flags for insight API requests, and logging of formatted data for more informed development decisions. * Initiated research to create word vectorization deep learning model for automatically categorizing unseen insights. | | | | |
| **GT Aerial Robotics and Experimental Autonomy Lab: Undergrad Researcher** | | May 2023 – December 2023 | | |
| * Researched and developed a solution to enable the lab to have drone state control via behavior trees/state machines. * Involved developing packages in ROS2 (Humble) and C++ on Ubuntu 22.04. | | | | |
| **Organizations** | | | | |
| **RoboJackets: RoboNav Team - Software Lead (from April 2023)** | | | September 2022 - Present | |
| * Leading software sub-team of 20 members to develop the software component of a fully functional Mars rover. * Built various ROS2 packages/nodes (in C++) to accomplish tasks such as tag detection, state control, and navigation. * Currently maintaining a project board, CI Pipeline, and documentation relating to setup and system functionality. | | | | |
| **GT WebDev: Project “DegreeActuallyWorks” – Software Developer** | September - December 2022 | | | |
| * Worked on software dev team for a more approachable design for Georgia Tech’s degree planning service/software. * Used Figma for visual designs, UI in HTML/CSS, and full-stack logistics with React, MongoDB, Express, NodeJS. | | | | |
| **Technical Projects** | | | | |
| **Personal Site – https://david-calderon.herokuapp.com** | | | | Summer 2022 |
| * Static application with Angular that focuses on CSS and JS styling and animation; presents projects and biography. * Features information about projects I have worked on in the past for people to view my professional experience. | | | | |
| **Stock Trading Simulation –** [**https://stock-trading-simulation.herokuapp.com**](https://stock-trading-simulation.herokuapp.com) | | | | Spring 2022 |
| * Developed 5-page website to allow users to trade artificial stocks with real-time market values. * Utilized ReactJS, MongoDB, NodeJS, and Express for full-stack development, with deployment on Heroku. * Used an external stock price API and optimized to minimize calls to it by caching data in the MongoDB database. | | | | |
| **Super Metroid Game Recreation - youtube.com/watch?v=va7BnZfb\_rY** | | | | Fall 2021 |
| * Recreation of Nintendo’s 1994 game “Super Metroid” using C# and the Unity game engine. * Developed modular scripts for game components and defined their interactions to allow for game functionality. | | | | |
| **Skills/Interests** | | | | |
| **Technical:** Java, Python, C/C++, C#, Unity, HTML/CSS/JS, NodeJS/ExpressJS, MongoDB, ReactJS, Angular, R, SQL  **Language:** Proficient in English and Spanish (read/write/speak) | | | | |