

EDUCATION	Rochester Institute of Technology - Rochester, NY B.S. Computer Science - Expected Graduation December 2016	September 2012 - Present
EXPERIENCE	CoreOS - San Francisco, CA Software Engineer Intern Will be interning at CoreOS in the fall of 2015.	September 2015 - December 2015 https://coreos.com/
	CloudFlare - San Francisco, CA Software Engineer Intern Am currently interning at CloudFlare. Working on gohbase, an open source HBase client written in Go. More information about the project is available here: https://github.com/tsuna/gohbase .	June 2015 - August 2015 https://www.cloudflare.com/
	Hudl - Lincoln, NE Software Engineer Intern Worked full time during the summer of 2014, and have continued to work part time during the 2014-15 school year. Worked on a project called Heimdall that received notifications via a REST API, combines similar notifications into single incidents, alerts the employee on call, and exposes a website for viewing and manipulating incidents. Integrates with Postmark, Stack Driver, SNS, Cloudwatch, and PagerDuty.	June 2014 - Present http://hudl.com
	Stormfrog - Victor, NY Mobile Developer Intern Worked on a game written in Objective C for the iPhone. Implemented visual effects in the game, some animations related to the main character, and the majority of the in-game store.	May 2013 - August 2013 http://stormfrog.com
LANGUAGES	Java, Go, C, Haskell, Python, C#, Bash, Javascript	(In decreasing order of proficiency)
PROJECTS	Haskell CRDT Implemented a Commutative Replicated Data Type from scratch in Haskell. A CRDT is a distributed data set with weak consistency guarantees. Pulls data from LDAP, and uses Google's Protocol Buffers to transfer data between nodes. Gained familiarity with Haskell, Protocol Buffers, and distributed concepts like the CAP Theorem. ODD - One Dimensional Display Designed and build a custom display of RGB LEDs, controlled by a Raspberry Pi. Can be controlled over the network to add and remove animations with various parameters. Animations include holding a color, displaying a rainbow, strobing, and the game of life. Some animations analyze real time audio streams to display a music light show based on music. Gained familiarity with basic circuit board design, C, ALSA, and Fast Fourier Transforms. Brandreth Statistics Created a website for accessing 20 years of entries from guest books at a friend's cabin. Gained familiarity with the Go language and PostgreSQL.	https://github.com/dgonyeo/gatekeeper https://github.com/dgonyeo/odd https://github.com/dgonyeo/brandreth2.0
EXTRACURRICULAR ACTIVITIES	Computer Science House Member Computer Science House Financial Director Computer Science House Root Type Person	September 2012 - Present June 2014 - May 2015 May 2015 - Present
HONORS & AWARDS	Eagle Scout with Three Palms Third Degree Black Belt in Taekwondo	June 2011 February 2011