Derek W. Gonyeo

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EDUCATION

Rochester Institute of Technology - Rochester, NY September 2012 - Present
B.S. Computer Science - Expected Graduation December 2016

EXPERIENCE

CoreOS - San Francisco, CA September 2015 - December 2015
Software Engineer Intern https://coreos.com/
Will be interning at CoreOS in the fall of 2015.

CloudFlare - San Francisco, CA June 2015 - August 2015
Software Engineer Intern https://www.cloudflare.com/
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.

Hudl - Lincoln, NE June 2014 - Present
Software Engineer Intern http://hudl.com
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.

Stormfrog - Victor, NY May 2013 - August 2013
Mobile Developer Intern http://stormfrog.com
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.

LANGUAGES

Java, Go, C, Haskell, Python, C#, Bash, Javascript (In decreasing order of proficiency)

PROJECTS

Haskell CRDT https://github.com/dgonyeo/gatekeeper
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 https://github.com/dgonyeo/odd
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 https://github.com/dgonyeo/brandreth2.0
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.

EXTRACURRICULAR ACTIVITIES

Computer Science House Member September 2012 - Present
Computer Science House Financial Director June 2014 - May 2015
Computer Science House Root Type Person May 2015 - Present

HONORS & AWARDS

Eagle Scout with Three Palms June 2011
Third Degree Black Belt in Taekwondo February 2011