DAVID HUGH HARRIS III

(Work) 1 Hacker Way, Menlo Park, CA 94025 ▪ dhh@fb.com

(Cell) 847.767.5593 ▪ dhharris9@gmail.com ▪ (Website) dhharris.github.io

EDUCATION

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN   Class of 2018
BACHELOR OF SCIENCE IN COMPUTER SCIENCE AND MATHEMATICS
MINOR IN BUSINESS

EXPERIENCE

FACEBOOK, INC.   Menlo Park, CA
Production Engineer, Security Services   June 2018 -
- Improved reliability and scalability of several core Facebook services, i.e. login service and token service
- Automated renewals of 30,000 public certificates and reduced lifetimes to improve security
- "Very proactive in getting responsibilities from others, taking over projects and gathering knowledge"
- "Hugh has great design sense and excellent attention to detail"

Production Engineer Intern   May 2017 - August 2017
- Wrote a sophisticated CLI tool using the latest features of Python 3 and a highly extensible modular design
- 100% unit test coverage and consistently maintained a "exceptionally high" quality of work
- Implemented a logging functionality that writes to two different kinds of databases with an elegant GUI
- Produced over 10,000 lines of production code–"more output than any other intern" on my team.
- Worked alongside my colleagues to develop features custom tailored to their uses cases for the CLI tool
- Performed exceptionally well while working in a rigorous and fast-paced development environment

THOMAS ENGINEERING, INC.   Hoffman Estates, IL
Automation Engineer Intern   May 2016 - August 2016
- Documented and reviewed Microsoft SQL Server and applied patches to the code
- Built features that amounted to a 150% speedup when fetching data
- Tested tablet coating machine software to prevent security breaches
- Collaborated with other engineers and created a visualization of the database

COMPUTER SCIENCE BACKGROUND

HACKATHONS
- Hack Illinois 2017 Finalist – "Rust Cookbook" – https://github.com/rust-lang-nursery/rust-cookbook
  - Recipient of the "Staff's Pick" and "Long Con" awards for our long term contributions to the project
  - Featured on the official Rust-Lang blog and commended as one of the largest achievements of 2017
  - Open source GitHub repository has nearly 500 commits and 55 contributors as of October 2017
  - A "major part" to solving the Rust standard library's issue of "Discoverability"
  - Set the standard for quality of future Rust documentation

PROGRAMMING LANGUAGES
- Intermediate experience using PHP (Hack), Rust, Java and Assembly
- Advanced knowledge of Python 3 with experience using modern mock/unit testing frameworks and asyncio
- Advanced knowledge of C, including low level systems programming, inline assembly and OS design
- Over three years of experience managing UNIX/Linux servers and developing environments

SOFTWARE PROJECTS
- Flight Simulator written in OpenGL using object oriented graphics programming techniques
- Numerous other projects for class, such as implementing a shell, malloc and make
- Active contributor to the Rust programming language and supporting documentation