

# DAVID HUGH HARRIS III

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## EDUCATION

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

Class of 2018

## EXPERIENCE

FACEBOOK, INC.  
*Production Engineer*

Menlo Park, CA  
June 2018 -

*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
- Provided insight on the direction the company should take regarding software development

## COMPUTER SCIENCE BACKGROUND

### HACKATHONS

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