

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.

May 2017 - Present

Production Engineer Intern

Menlo Park, CA

- Wrote a sophisticated CLI tool using the latest features of Python 3 and a highly extensible modular design
- Wrote unit tests for 100% of my code and implemented a logging functionality that writes to our databases
- Worked alongside my colleagues to develop features custom tailored to their use cases for the CLI tool
- Performs exceptionally well while working in a rigorous and fast-paced development environment
- Produced “more output than any other intern” on my team, maintaining “exceptionally high” quality of work

THOMAS ENGINEERING, INC.

May 2016 - August 2016

Automation Engineer Intern

Hoffman Estates, IL

- 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

ALPHA KAPPA LAMBDA, GAMMA CHAPTER

Jan 2016 - May 2016

Technology Chairman

Champaign, IL

- Solved problems regarding cable television and wireless network infrastructure
- Installed media devices in the common areas of the house and performed maintenance for 100 tenants

COMPUTER SCIENCE BACKGROUND

HACKATHONS

- Hack Illinois 2017 Finalist – “Rust Cookbook” – <https://github.com/rust-lang-nursery/rust-cookbook>
 - Recipient of the Hack Illinois “Long Con” award 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 C, PHP, Rust, Java and Assembly
- Advanced knowledge of Python 3, including testing frameworks, async calls and many other libraries
- Over three years of experience using the UNIX/Linux programming environment

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
- Github link to explore my projects: <https://github.com/dhharris>