DAVID LASSALLE

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SUMMARY STATEMENT

Passionate senior engineering student with an interest in software development with strong public speaking skills and experience in research, design, testing, and implementation in both independent and team-based projects

EDUCATION

University of Massachusetts Amherst Bachelor of Science in Computer Systems Engineering Expected May 2017

GPA: 3.84

RELEVANT COURSES

Software Intensive Engineering – Computer Systems Lab - Data Structures and Algorithms - Computer Networks and the Internet - Hardware System Design – Statistics and Probability - Circuit Analysis – Linear Algebra – Differential Equations

ACADEMIC PROJECTS

Software Engineering Intern; ViaSat Marlborough, MA

May-August 2016

- Worked on a small team to develop 'Builds as a Service' (BaaS) for developers in the company.
- Designed an API, CLI, and LDAP/DNS integration system that created personalized CI/CD servers in the cloud.
- Utilized Python, Ansible, and Bash scripts to read in user input and generate a new Jenkins server on an OpenStack VM.
- Used our own service to generate a server that was then used to test and deploy the service itself.
- Created detailed product documentation and presented work to company at end of Internship.

Research Experience for Undergraduates; Amherst, MA Memristor Simulation

May – August 2015

- Worked independently under the guidance of a graduate student to model the behavior of memristor devices which adjust their resistances based on the history of current flowing through them.
- Created a MATLAB script to process 100,000 test images used for training and testing the simulation.
- Worked in a team to program a simulation of a crossbar array of memristor devices which took test images as an input and demonstrated pattern recognition.
- Presented my work to the Nanodevices and Integrated Systems Laboratory Researchers with a PowerPoint at the end of the summer.

Data Structures and Algorithms, Social Media Project; Amherst, MA

November 2014

- Utilized a large data set to create a network of friends with the goal connecting any two people through a path of friends in the network.
- Developed Java methods to implement graphs that enabled the suggestion of new friends to individuals based on their 'mutual friend' count.
- Wrote a testing algorithm in java that generated names and ran them through my program to compare the answers with the given data set
- Completed code on time that met assignment specifications and successfully found connecting friends.

SKILLS

Programming

Python, C++, Java, Ansible, C, Bash

Other

Agile scrum, SOLIDWORKS, CAD, PSpice, Android App Inventor, Verilog, Arduino, Ubuntu