Eddie Martinez

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💼 WORK EXPERIENCE

Boeing

Software Engineer

2023-03 - Present

- Developed automated UI integration tests using Selenium for web applications which significantly improved code base test coverage
- Developed Virtual Machine devices for the High Fidelity Digital Twin Program

Intuit

Software Engineering Intern

2021-05 - 2022-08

- Developed a containerized GraphQL Proxy Service using Typescript, Docker, and Redis for optimization, that protects API services from potentially malicious incoming requests using rate limiting and static query analysis
- Developed new feature for the ArgoCD project that allows non-admin users to safely create Applications and Projects for themselves within a Kubernetes cluster.

23andMe

Software Engineering Intern

2020-07 - 2020-09

- Developed user interface for internal hosting service with the Application Infrastructure Team
- Built Flask app that uses Flask API endpoints to display information about applications (statuses, teams, owners, authentication tokens, etc.)

Carnegie Mellon University

Teaching Assistant

2019-01 - 2020-07

- Summer 2020 — Reduced course staff response time from several hours to ~10 minutes on average and aided the response of 1,200+ replies across the course's most popular channels with the Parthean Notifications Slack Bot
- Co-taught daily recitations in Python, while teaching Go, HTML/CSS, and Javascript for the first time in our course's history. Hosted office hours answering questions about course concepts and debugging help
- Resulted in a median score above 90% in exams covering Go and our first successful semester teaching Go
- Summer 2019 — Created lecture material/code using HTML/CSS/JS with Google Firestore's API

EDUCATION

Carnegie Mellon University

Electrical and Computer Engineering

Bachelor's of Science

2018-08 - 2022-12

- Structure and Design of Digital Systems
- Web App Development
- Principles of Imperative Computing
- Logic Design and Verification
- Intro to Embedded Systems
- Fundamentals of Embedded Control

SKILLS

Programming Languages

- Python
- Golang
- C
- HTML/CSS
- Javascript
- Typescript

Software/Frameworks

- Selenium
- Django
- GraphQL
- Google Firestore
- Argo CD
- Bootstrap