Eli Pandolfo

Software Developer

Contact Info

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Github

- github.com/elip12

LinkedIn

- linkedin.com/in/eli-pandolfo

Certifications

- AWS Technical Professional

Professional Skills

Development Practices
- Agile
- AWS Cloud Computing
- CI/CD
- RESTful API Architecture
- Relational Database Design
- End-to-end Testing

Languages
- Python
  - Pandas
  - scikit-learn
  - Matplotlib
- C/C++
  - pthreads/thread
- JavaScript/HTML
  - Node
  - Vue
  - Django
- Bash
- SQL
  - MySQL
  - Postgres
- Java
- OCaml
- Lisp (Scheme)
- Arduino
- MATLAB

Programming Paradigms
- Functional Programming
- OOP
- Parallel Programming
- Algorithmic Paradigms
  - Greedy
  - Divide & Conquer
  - Dynamic Programming

About Me

CS major at UC Santa Cruz with advanced programming experience and coursework in math and biology looking for creative, meaningful work as a developer. Especially interested in applying cloud computing, parallel processing, and machine learning to computational biology topics such as protein evolution and genomics of antibiotic resistance. In my down time I bike, surf, play jazz sax, and am an avid backpacker and skier. Ready to learn and contribute in any way possible.

Experience

Software Engineer & Summer Intern *productOps, Santa Cruz, CA* June 2018 - present
DevOps-heavy role developing a Node API and Postgres database that simplifies and streamlines the creation of AWS infrastructure. Write end-to-end and integration tests for Angular/Node web apps.

Economics Lab Programmer *UCSC LEEPS Lab, Santa Cruz, CA* Apr 2017 - Sep 2018
Implemented real-time multiplayer web-based economics research experiments with Vue and Django. Set up and maintained a Linux production server to host the experiments. Wrote Python, MATLAB, and Bash scripts to analyze and visualize data collected while participants played the apps. Hired, trained, and supervised department programmers.

Assistant Steeplejack *Southgate Steeplejacks, Barre, VT* June 2016 - Aug 2016
Built and restored church steeples in Vermont and New Hampshire. Learned basic carpentry (jointing, planing, routing, fastening, sanding, sawing).

Education

BS Computer Science *UC Santa Cruz* Sep 2016 - June 2020
- GPA: 3.94
- Regent's Scholarship
- College Scholars Program
- Dean's Honors
- *Computer Science & Engineering Coursework*
  - Advanced Parallel Processing
  - Computational Models
  - Compiler Design
  - Computer Architecture
  - Comparative Programming Languages
  - Algorithm Design and Analysis
- *Math Coursework*
  - Linear Algebra
  - Multivariable Calculus
  - Statistics
- *Biology/Bioinformatics/Biomolecular Engineering Coursework*
  - Scientific Principles of Life
  - Research Seminar on Computational Biology
  - Intro Molecular Bio
  - Intro Development and Physiology
  - Intro Ecology and Evolution

42 Piscine *42 Silicon Valley* June 2017 - July 2017
- Four-week intensive C coding program at School 42 in Fremont, CA

Service/Extracurricular

- Tutored classmates in linear algebra and various programming classes, UCSC
- Organized and participated in community meetings as a volunteer at the Student Environmental Center, UCSC
- Volunteered at UCSC's 1st & 2nd annual Model UN conferences
- UCSC Small Jazz Ensembles (Alto & Tenor Sax)