

OLIVER BOORSTEIN

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Education

University of Oregon

Sep. 2023 – June 2027

Bachelor of Science in Computer Science

Eugene, Oregon

Minor in Mathematics, Music Technology

GPA: 4.25/4.0 - 4.0/4.0 unweighted

Relevant Coursework

- Data Structures and Algorithms
- Artificial Intelligence
- Discrete Mathematics
- Databases
- Data Visualization
- Linear Algebra

Experience

Oregon Network Research Group

May 2025 – Present

Undergraduate Researcher

Eugene, Oregon

- Architected and built an internal full-stack web app, using **SvelteKit**, **TypeScript**, and **Tailwind CSS**, that aggregates and visualizes over **25 terabytes** of NetFlow data across the University of Oregon via a **RESTful API** backend.
- Utilized a **SQLite** database, with over **300,000 entries** maintained using a **Python** script, to cache and optimize access to network traffic summaries of the millions of flow records, increasing query speeds by over **900%**.
- Directed the effort to translate several multifractal IPv4 analysis functions from **Haskell** to **C++**, reducing processing time by **80%** and enabling new timeseries traffic analysis and anomaly detection.
- Supported by a prestigious stipend from the National Science Foundation Research Experiences for Undergraduates.

University of Oregon

September 2024 – Present

Computer Science Learning Assistant

Eugene, Oregon

- Led office hours assisting up to **five** students per session to thoroughly understand essential **Python** topics from beginner-level to advanced.
- Contributed to **eight**-person teams, coordinating schedules that allowed us to service the most students and cooperating to identify issues common among students attending office hours to help those in the course at large.

Projects

Pedagoggles, LA Hacks 2025 | *Spectacles, Lens Studio, Gemini, TypeScript, React, Python*

April 2025

- Collaborated as a team of the only **four** students selected from the University of Oregon to attend LA Hacks among more than **750** participants.
- Adapted to working with Snap Inc.'s experimental AR glasses, Spectacles, to compose an AR education assistant, with live captioning, lecture summary, and engaging questions.
- Facilitated a custom API receiving input from an external microphone utilizing Gemini to transcribe audio and provide questions and summaries.

The Stoning | *React, Tailwind CSS, TypeScript, NodeJS, Cloudflare Pages*

January 2025 - March 2025

- Worked in a team designing and building a music publication website using **React** and **Typescript**, and implementing version control with **Git** and **GitHub**.
- Engineered **React** components supporting custom articles from Markdown files to display.
- Styled said components using **Tailwind CSS**, emulating a constructivist art theme.

Extracurricular

Album Listening Club

September 2023 – Present

Director of Technology and Finance

University of Oregon

- Managed meetings for the largest club on campus, with up to **100** weekly attendees, thoughtfully discussing music.
- Directed local music events with over **\$4,000** in revenue with nearly **1,000** attendees across events.

Leet Club

December 2023 – June 2025

Vice President

University Of Oregon

- Organized weekly coding challenges to enhance **data structures** and **algorithms** skills of attendees and developed solutions and explanations of said problems in collaboration with other board members.
- Assisted in the organization of both HackUO and QuackHacks, the University of Oregon's first hackathons since 2016.

Technical Skills

Languages: Python, TypeScript, SQL, C, C++, JavaScript, HTML, CSS, Bash

Developer Tools: CI/CD, GitHub Workflows, Git, Claude Code, Cursor, AI Agents, Node.js, Linux/UNIX

Technologies/Frameworks: React, Next.js, REST/API, Svelte, SvelteKit, SQLite, Tailwind CSS