

GREGORY ELIAS

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EDUCATION

Georgia Institute of Technology

Atlanta, GA

Master of Science in Computer Science, Specialization in Machine Learning

January 2025 – December 2025

Georgia Institute of Technology

Atlanta, GA

Bachelor of Science in Computer Science

August 2021 – December 2024

- **Academics:** GPA: 3.72/4.00, Dean's List: 5 semesters, Faculty Honors
- **Leadership:** Founder & President of Georgia Tech Minecraft, Officer of Georgia Tech Esports, Technical Leader of Video Game Development Club, Treasurer of Phi Kappa Tau
- **Relevant Coursework:** Machine Learning, Automata and Complexity, Design & Analysis of Algorithms, Intro to Artificial Intelligence, Intro to Cognitive Science, Computer Organization & Programming

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, TypeScript, C#, C, HTML, CSS, SQL, MySQL, PostgreSQL

Frameworks: Next.js, React.js, Node.js, Angular.js, Vue.js, MVC C#, Microsoft .NET, Tailwind CSS, Spring boot

Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ, Azure DevOps, SourceTree

Libraries: TensorFlow, NumPy, Matplotlib, Scikit-learn, Pandas, PyTorch, AmpTorch, SPARC, Leaflet, Stripe

EXPERIENCE

Software Engineer Intern

June 2022 – Present

TeamDynamix Solutions

Columbus, OH

- Transformed and enhanced software for 241 corporate pages in the Client Portal to meet WCAG 2.1 AA standards
- Migrated and rewrote 40+ ASP.NET legacy code pages in MVC (Model-View-Controller) C#
- Re-engineered UI, UX, frontend, and backend functionality in the user profile 2.5 months ahead of schedule
- Evaluated enterprise code to ensure industry standards and compatibility with 27 different browsers, devices, and operating systems

Undergraduate Researcher

January 2023 – Present

Georgia Institute of Technology

Atlanta, GA

- Teamed with 30 undergraduate and graduate researchers in the Big Data and Quantum Mechanics Team
- Generated data sets using quantum-mechanical simulations in SPARC based on density functional theory (DFT)
- Analyzed machine learning models to predict the adsorption energy of CO and O on a Ru(0001) surface
- Trained neural network force fields (NNFFs) with PyTorch to predict the energies and forces of chemical reactions

Software Engineer Intern

June 2023 – August 2023

Target Corporation

Minneapolis, MN

- Developed alongside Merchandise Planning Team to create a product forecasting web application
- Implemented provider pattern with React Context API to share data across 11 micro-apps with module federation
- Built software in Typescript using AG Grid's Filter API to allow users to persist graph and table settings
- Collaborated with 10+ senior engineers to optimize the architecture for saving millions of potential user states from the React frontend to the Java Spring Boot backend and the PostgreSQL database

PROJECTS

Pinpoint | *Next.js, React.js, Node.js, Tailwind CSS, Twitter OAuth API, Firebase, Supabase* June 2022 – Present

- Created a full-stack web application that lets users see the location of Twitter connections on an interactive map
- Incorporated JavaScript libraries, including Leaflet, to display up to 5,000,000 markers, each representing a Twitter connection, without noticeable performance issues
- Managed a PostgreSQL database of users with over 90,000+ records using Supabase and Firebase
- Researched and analyzed Search Engine Optimization (SEO), Plausible, Appzi, Fullstory, and other Google-based analytics, boosting reach and recognition by 405%

Georgia Tech Minecraft | *Java, JavaScript, HTML, CSS, Spigot API, Git* September 2021 – December 2023

- Founded and pioneered one of the largest clubs at Georgia Tech under the College of Computing and GT ESports
- Employed cloud services to manage a dedicated server of 1,200+ Georgia Tech students with 24/7 upkeep
- Designed 10+ custom mini-game plugins in Java and developed promotional websites in JavaScript
- Marketed the organization across campus using A/B testing with 13 custom QR Codes and poster designs