

George Petrou

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Education

Pennsylvania State University

Bachelor of Science in Computer Engineering

GPA: 3.26

Penn State Unmanned Aerial Systems member – Imaging Systems Team Lead

IEEE Student Member – Penn State IEEE Projects Committee Member

Robotics Club Member

May 2016 – Jun 2020

State College, PA

Experience

Software Engineering Intern

Dick's Sporting Goods

Application Transformation

Summer 2019

- Exercised agile programming practices to efficiently deliver results
- Optimized development processes by creating build pipelines to enable Continuous Development – Continuous Delivery (CI/CD)
- Helped foster a dynamic work environment, engaging with multiple teams and pair programming with new people daily
- Utilized Application Transformation techniques to "strangle the monolith" and architect fault tolerant, cloud based, micro-services

Systems Programmer

Penn State UAS

Imaging Systems Lead

Oct 2018 – Present

- Competed in the international AUVSI SUAS Competition to create an unmanned drone to perform a mock search and rescue mission
- Architected and implemented a multi-threaded image capturing program to send visual and thermal imagery over ad-hoc networks to ground control
- Coordinated with key sponsors to secure funding and learn from industry leaders (Boeing, Lockheed Martin, Northrop Grumman...)

Freelance Game Developer

Online Distribution Networks

Jan 2015 – Sep 2018

- Created an online business selling various game softwares
- Achieved 850,000+ unique downloads through online platforms
- Earned two Top 100 addon statuses of Steam's top played games
- Collaborated real-time and through ticketing software with clients to resolve software difficulties

Construction Laborer

Apex Enterprises of Union Inc.

Summer of 2015 – 2018

- Evaluated and optimized plans to meet strict deadlines
- Organized small teams to efficiently achieve milestones

Skills

Technologies – Java, Java Spring, C++, C, Python, Lua, Angular, JavaScript, HTML, CSS, Verilog

Problem Solver – Proven quick and comprehensive problem-solver

Holistic View – Strong foundation of industry knowledge of hardware and software

Projects

Prone Animations Framework

Extends model animation capabilities in the game Garry's Mod. Relies on peer-reviewed, well documented net code to deliver optimized performance. 500,000+ unique downloads

UAS Imaging System

Multi-threaded image capturing service for CSI-MIPI camera technology on Nvidia Jetson based hardware. Captured imagery is sent wireless from drone to ground control

Volunteer and Additional Experience

Founding father of Sigma Alpha Epsilon Penn Psi-Eta Fraternity chapter

Manager of fraternity's social media and public relations, head of design committee

Raised over \$3000 per semester through fundraising events with proceeds donated to Children's Miracle Network

Bi-weekly volunteer at Habitat for Humanity, building homes for disabled veterans and the elderly