

# George Petrou

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## Education

### Pennsylvania State University

Bachelor of Science in Computer Engineering

GPA: 3.28

Penn State Unmanned Aerial Systems member – Imaging Systems Team Lead

IEEE Student Member – Penn State IEEE Projects Committee Member

Robotics Club Member

Aug 2016 – May 2020

State College, PA

## Experience

### Software Engineering Intern

Dick's Sporting Goods

Application Transformation

May 2019 – Aug 2019

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

### Systems Programmer

Penn State UAS

Imaging Systems Lead

Oct 2018 – Present

- Architected and implemented a multi-threaded image capturing program to send visual and thermal imagery over ad-hoc networks to ground control
- Competed in the international AUVSI SUAS Competition to create an unmanned drone to perform a mock search and rescue mission
- 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

**Coursework** – Object Oriented Programming, Data Structures, Operating System Design, Systems Programming, Computer Architecture, Embedded Systems, Computer Security

## 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 the 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