PETER GUNARSO

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Experience

Microsoft   **Februrary 2022 – Present**
Software Engineer 1   *Redmond, WA*
- Design, develop, and debug features for Windows Bluetooth Audio, used on millions of PCs worldwide.
- Interact with customers and partners to refine Bluetooth experience.

Underwater Remotely Operated Vehicles (UWROV)   **Jan 2019 – December 2021**
Software Lead   *Seattle, WA*
- Led team of 11 students to design, test, and document software components of an ROV which competed in the 2021 international MATE ROV competition.
- Implemented subroutines to enable ROV to interact with the physical world using motors, sensors, and manipulators.
- Designed training materials for new members to learn basics of ROS, circuitry, and computer vision.
- Assisted in managing club organization, finances, and scheduling.

University of Washington   **September 2021 – December 2021**
Teaching Assitant for CSE 461 (Intro to Networks)   *Seattle, WA*
- Coordinated with course staff to ensure course was well-organized and well-presented.
- Held office hours to provide assistance and feedback to students working on homework and projects.
- Led teaching sections to go over key concepts of Networking.

Nordstrom Tech   **June 2021 – August 2021**
Software Engineer Intern   *Seattle, WA*
- Supported the enterprise authentication team which enables 70k+ employees and external vendors to securley and conveniently access Nordstrom applications and resources.
- Created a set of dashboards to visualize key authentication data using JavaScript, Python, and Splunk.
- Created and deployed a CronJob to automatically suspend inactive accounts using Java, Docker, and Kubernetes.

Projects

MATE ROV 2021 Machine Learning Challenge | *Azure, Python, JavaScript*   **April 2021 - June 2021**
- Led team of 4 to create and train a series of object detection algorithms to categorize and record fish.
- Created an accompanying Electron app where users could upload videos to our Azure-based machine learning service and view the results.
- Placed 3rd internationally in the MATE ROV 2021 Machine Learning Challenge.

ImPosture | *JavaScript, React, PoseNet*   **October 2020**
- React based app meant to help users improve their posture while sitting at their desk during quarantine.
- Used the TensorFlow JavaScript PoseNet model, which used a camera stream to determine a user's pose entirely through the user's web browser.
- Used React and Node.js to build core functionality in both front and back ends.

Education

University of Washington   **Sep. 2018 – Dec. 2021**
Bachelor of Science in Computer Engineering, GPA: 3.71   *Seattle, WA*
Minor in Applied Mathematics