

Irvin Favors Jr.

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EDUCATION

University of Delaware

Newark, DE

Bachelor of Science in Computer Science

May 2025

- **Current & Relevant Coursework:** Algorithms, Automata Theory, Parallel Computing, Logic for Programming
- **Minor:** Political Science | **Cumulative GPA:** 3.61 | **Awards:** Dean's List (Fall 2021, Spring 2022)

Organizations: Delaware Innovation Fellows, Association for Computing Machinery, Competitive Programming Club

WORK EXPERIENCE

Google

Mountain View, CA

STEP Intern - AViD Display Ads Infrastructure Team

June 2023 - September 2023

- Introduced the new offline pipeline to compute metrics from execution logs to improve the monitoring experience for the new distributed execution framework
- Collaborated with cross-functional teams to launch evaluation experiments through A/B testing
- Created multiple prototypes to help evaluate the feasibility and performance overhead of the offline monitoring idea
- Developed the batch processing microservice/pipeline in C++ to help facilitate offline monitoring
- Ran multiple rounds of evaluation to minimize the production regression caused by the new framework
- Gained both latency saving from the critical path and CPU usage saving from production jobs by moving the computation of metrics from real-time to offline, with an estimated reduction from 1% to 0.1% for both.

University of Delaware - Department of Computer & Information Sciences

Newark, DE

Undergraduate Teaching Assistant - Introduction to Systems Programming

February 2023 – Present

- Responsible for co-teaching both programming courses which serve as an introduction to Computer Science, C and Python programming, as well as version control and Linux machines.
- Responsible for grading of homework, assignments, and exams of students
- Manage assigned lab sections, hold office hours, and proctor exams

University of Delaware - Department of Computer & Information Sciences

Newark, DE

Laboratory Assistant - Introduction to Systems Programming

August 2022 – December 2022

- Managed assigned lab sections, proctored exams, and assisted with student projects and assignments

Projects

Webstore: React, Firebase, TypeScript, HTML, Tailwind CSS/CSS

Agile Software Development Project

February 2023 - May 2023

- The goal of this project was to teach the agile development methodology through the creation of a webstore in sprints, using product and sprint backlogs to manage tasks. The webstore was programmed using the React Library and TypeScript, while using JavaScript configuration, Tailwind CSS/CSS for styling, Firebase for user authentication and a Firestore database for data management. **Link:** <https://irvinfavors.github.io/webstore/>

Custom Linux Shell: C, Bash

Operating Systems Project

February 2023 - April 2023

- A shell used to create processes, handle signals and uses both Unix system calls and C library function calls. It also allows for background process creation, file redirection and makes use of POSIX threads (pthreads), including mutual exclusion with pthreads.

SKILLS

Languages: English (Native), Spanish (Familiar)

Programming Languages: Proficient in C/C++, Java, Python, JavaScript, TypeScript, HTML, CSS

Experienced with Bash, ArmV8 Assembly

Software & Technology: Unix, Git, React, Bootstrap, Command Line Tools, VIM, Microsoft 365 & G-Suite Applications, Adobe Premiere Pro, Final Cut Pro