

Jeremy Udis

Software Developer

Introduction

I am a recent graduate looking for a new grad/junior level role as a full stack or back end web developer. I possess a strong background in core CS concepts such as Data Structures and Algorithms. Additionally, I have experience with the functional programming techniques that permeate modern web development(i.e Node.js - Asynchronous functions/Callbacks, React.js - pure functions, Hadoop-MapReduce,etc.).

Education

Fall 2014–Fall 2016 **BA - Computer Science**, *University of Colorado Boulder*, Boulder, *GPA-3.404*.
Spring 2013–Fall 2013 **Major - Economics**, *New York University*, New York City , *GPA - 3.5*.

Skills

Languages *Python ******
*C/C++ *****
*R *****
*Scala ***
*Javascript *****
*HTML/CSS ****
*SQL ****

Technologies *Node.js *****
*Express.js ****
*React.js ***
*MongoDB *****
*REST ****
*Git ****
*MySQL ****
*OpenGL 2.0 ****

OS *OS X ******
*Linux/Unix *****

* symbol denotes skill level out of 5

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Experience

- June 2012–August 2012 **Marketing/Operations Intern, Gosselin Group, Deurne, Belgium.**
- Worked with the marketing team to help develop a new branch of the company focusing on low to medium scale relocation.
 - Along with the operations team ensured the quality of relocation services to international clients.

Projects

- May 2016 **Data Analysis of Million Song Dataset.**
- Was apart of a team that used a subset of the million song dataset to learn about potential musical trends.
 - My role was to write a python script to extract data from HDF5 files, then use that data to generate csv files.
 - Performed a series of tests, including K-Means clustering, Regression, and correlation tests, just to name a few. Created visualizations for each test. All of the above was done using R.
- June 2016 **Graphical Model of the Golden Gate Bridge.**
- Used OpenGL 2.0 and GLUT to create a graphical model of the golden gate bridge. Source code was written in C.
 - Each object rendered in the scene was created from scratch. Some of the core features in the scene include realistic textures, dynamic lighting, transparency, time lapse, and POV angles.

Interests

- NFL Draft I do evaluations on incoming prospects. Evaluations are a composite of film study, analytics, and genetic makeup(size, athleticism).
- Travel I have a fascination with cities in particular. Some of my favorites are NYC, Barcelona, Paris, and Bogotá.