

# Devin Lehmacher

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OBJECTIVE	To obtain a summer internship at VieSat Inc. as a software engineer.	
EDUCATION	<b>Cornell University</b> , Ithaca, NY 14853 ▪ Expect to graduate May 2019 ▪ Cumulative GPA: 3.45 ▪ Bachelors of Arts in Computer Science ▪ Bachelors of Arts in Biology	Aug 2015 — Present
CLASSES	<b>Database Systems</b> , CS 4320 ▪ SQL, B+ trees, concurrency, recovery, distributed computing, MapReduce <b>Computer System Organization</b> , CS 3410 ▪ Logic gates, MIPS assembly, C, caches, concurrency <b>Object Oriented Programming and Data Structures</b> , CS 2110 ▪ Java, binary trees, linked lists, heaps, and graphs <b>Functional Programming and Data Structures</b> , CS 3110 ▪ OCaml, functional thinking, constructive real numbers, splay trees, monads <b>Discrete Structures</b> , CS 2800 ▪ Number theory, graph theory, combinatorics, probability	Fall 2016 Fall 2016 Fall 2015 Spring 2016 Spring 2016
PROJECTS	<b>OCalf Interpreter</b> , CS 3110 ▪ Built an interpreter for a small subset of OCaml ▪ Learned how to evaluate an AST for a functional language using small step semantics <b>Dotfiles</b> , <a href="https://github.com/lehmacdj/dotfiles">github.com/lehmacdj/dotfiles</a> ▪ Extensive shell configuration to make the command line an efficient, flexible working environment ▪ Learned a lot about writing shell scripts and automating command line tasks <b>Heaplib</b> , CS 3410 ▪ Implemented and tested malloc, free, and resize in C ▪ Learned how to use raw pointers and the trade-offs involved with building an allocator <b>MIPS Processor</b> , CS 3410 ▪ Designed a MIPS processor in Logisim and tested it with programs written in assembly ▪ Learned how to decode binary MIPS instructions and how processors execute instructions <b>OCaml Ed</b> , <a href="https://github.com/lehmacdj/ocaml-ed">github.com/lehmacdj/ocaml-ed</a> ▪ Implementation of ed, the 1960s line editor, written using OCaml ▪ Learned how to independently design a large project and improved my understanding of OCaml <b>Life Simulator</b> , <a href="https://github.com/lehmacdj/simulation">github.com/lehmacdj/simulation</a> ▪ Implemented the Game of Life and multicolor variants using Rust ▪ Learned how to build memory safe code using Rust and generate png images	
WORK EXPERIENCE	<b>Teaching Assistant</b> , CS 2110 at Cornell University ▪ Help explain concepts to students ▪ Assist students with assignments ▪ Grade assignments, exams, and finals <b>Research Assistant</b> at Clemson University ▪ Project: MedusaLoop: Protein Loop Modeling Server ▪ Supervisor: Dr. Feng Ding ▪ Research areas: Protein loop modeling	Spring 2016 — Present    Jun 2015 — Aug 2016
SKILLS	<b>Programming Languages</b> ▪ Command line tools, C, C++, SQL, Java, OCaml, Haskell, Rust, Perl, Swift <b>Programming Skills</b> ▪ Linux, data structures, algorithms, unit testing, documentation <b>Languages</b> ▪ English (fluent), German (fluent), Spanish (intermediate)	