Liam Prevelige

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Education

Dartmouth College Hanover, NH
B.A. Computer Science and Economics *GPA: 3.79* Sep 2019 - Jun 2023
Relevant Courses: *Software Design & Implementation, Algorithms, Machine Learning & Statistical Analysis, Smartphone Programming, Architecture, Discrete Math in CS, Foundations of Applied CS, Multirobot Systems*
Leadership & Extracurriculars: *Chair of Leadership Board at Magnuson Center for Entrepreneurship, Treasurer of Chi Gamma Epsilon ($450k/year), 1st & 2nd at 2020 & 2021 New England Venture Capital Investment Competition, Multirobot Systems Research Assistant at Dartmouth Reality and Robotics Lab*

Technical Competencies

Programming Languages:	Python, Java, Go (golang), C/C++, JavaScript, Ruby, SQL, R, MATLAB
Frameworks & Technologies:	AWS (EC2, S3, SFN, Lambda, CloudWatch), Docker, Kubernetes, Solidity, Google Cloud (Firebase, ML, Analytics), Hadoop, REST, React, Android

Relevant Experience

Cloudera Santa Clara, CA
Software Engineer Intern - Platform R&D June 2022 - Present
- Preventing millions in potential losses from substandard security by using Go, Java, & Docker to integrate an open-source policy engine with Cloudera's private cloud K8s containerization software.
- Improving policy management efficiency ∼500% by using Java, Python, & Go to expose REST API endpoints on hybrid cloud manager, enabling abstraction of Kubernetes mechanics for policy changes.
- Collaborating with 3 teams, 1 major customer, & 2 open-source projects to design architecture for a no-code, in-cluster policy management UI, eliminating knowledge barriers for non-technical customers.

Chunkify Hanover, NH
Software Engineer (Received Offer) Jan 2022 - Present
- Reducing minimum capital requirements for metaverse real estate from $1,000+ to $50 by using React, Ethereum, & Solidity to create a platform that enables cash pooling for shares of an individual plot.
- Increasing metaverse real estate's liquidity with potential 2,000% increase in trade volume by using React, Ethereum, & Solidity to implement a secondary market for trading shares with Smart Contracts.

Tesla Fremont, CA
Software Engineer Intern (Received Offer) Mar 2022 - June 2022
- Generated $1M/yr by creating an automated supplier chargeback pipeline using Python, SQL, Docker, Terraform, & AWS (SFNs, S3, CloudWatch) to detect & issue fees for unapproved shipment packaging.
- Increased a chargeback pipeline's revenue from $150k/yr to $600k/yr by using Python, SQL, & AWS to convert evidence from label scans to shipment documentation, expanding the pipeline to all factories.
- Saved 60min/day across 3 teams by using Ruby on Rails, Python, MySQL, & AWS (Lambdas, SFNs, Cloudwatch) to automate the daily retry of failed chargebacks and email a list of failures to supervisors.

DataCrunch Solutions Hanover, NH
Founder, Software Engineer Sep 2020 - Mar 2022
- Assembled and managed team of three to create software improving corporate efficiency; one project reduced 3 months of manual labor to 5 minutes by creating government contract documentation with Python & Pandas, generating 200 spreadsheets using scraped data from an employee's web portal.

Relevant Projects

PreSell
Software Engineer
- Individually developed custom merchandise marketplace (∼10k lines) using Android, Java, JavaScript, Stripe, & Google Cloud, enabling 50% price reductions, scalable feed, 3-step listings, & secure payments.

Autonomous Multirobot Patrol System
Researcher, Software Engineer
- Designed & presented paper for supervised machine learning algorithm optimizing detection of robots escaping a confined area; improved naive 400% in simulation using Python, ROS, Gazebo, & Stage.

Nuggets
Software Engineer
- Managed team of three using Scrum framework, C, & Unix development tools to create the 'Nuggets' game server (∼2.5k lines), allowing up to 26 players to compete to collect gold in visibility-limited maps.

Y86 Simulator
Software Engineer
- Created microarchitecture for Y86 in Logisim with Harvard architecture; from transistors, designed & wired arithmetic logic unit, register reader/writer, finite state machine, microsequencer, I/O, & RAM.