Finlay Piroth

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WORK EXPERIENCE

Software Engineering Intern | Carnivore, San Francisco   06/2019 – 08/2019

- o Programmed front-end features for Android build using Kotlin and Java for over 3,000 daily users
- o Communicated and coordinated builds with development team in India using Git as version control
- o Sprint progress updates and stand-ups at daily scrum with 15 other employees

CSC & Software Engineering Teaching Assistant | Cal Poly, San Luis Obispo   01/2020 – Present

- o Assisted professor by teaching and reinforcing object-oriented concepts in Java to 30+ students
- o Grade labs and homework, help debug and solve issues in student projects

Web Development and Support student assistant | Cal Poly Corp, San Luis Obispo   01/2020 – Present

- o Maintain and deploy over 5 websites for various departments in the College of Engineering
- o Debug and fix bugs and issues with websites used on average by more than 3,000 students and faculty
- o Automate tasks with Python scripts saving CENG and its employees an average of 5 manual hours of work per week

PROJECTS

- o **GainChanger**: Programmed and designed mobile application using Expo CLI React Native with Firebase and Node as a backend to help frequent gym-goers keep track of lifts. Utilized Redux for local storage and optimization. Implemented git branching and PRs to track progress and review code.
- o **Cal Poly Cat Program iOS app:** Developed and published to App Store a mobile application using Swift for volunteers to track cats, schedule appointments, and view cat records. CPCP app communicated with website built with Django using REST API calls to send/fetch data to dynamically display.
- o **Keras AI model:** Collaborated in a team with The World Bank to improve and incrementally develop an existing AI model using Python Keras with a TensorFlow backend; increased classification accuracy by over 10% in 3 input parameters; published research paper to 1st Annual Computer Science Conference for CSU undergraduates (CSCSU 2021)
- o **Java Game:** Refactored and programmed new features in Java code base for a small game. Learned object-oriented programming practices such as class inheritance and abstract classes.
- o **System shell:** Programmed a system shell in C capable of searching system-wide for files, folders, and keywords. Used multi-threading to allow multiple commands at once

EDUCATION

B.S. Software Engineering | Cal Poly, San Luis Obispo   2018-2022
Relevant Courses: Data Structures, Object Oriented Programming, Systems Programming, Programming Languages, Software Engineering I and II, Artificial Intelligence, Algorithm Analysis, Ethics in Tech
Major GPA: 3.63

ACTIVITIES

Director of Operations | Hack4Impact Cal Poly, San Luis Obispo   04/2020-Present
- o Direct and lead over 50 computer science students from all years in web development club
- o Organize and structure speaker events, social events, and other (virtual) gatherings for 40+ students
- o Meet weekly in agile Scrum style meetings for future club plans and updated from each director

SKILLS

Technical Skills:
- o Languages: Java, Python, C, Swift, HTML/CSS, JavaScript, Node, React, React Native, Kotlin
- o Systems: MacOS, Linux, Unix
- o Technologies: Git, GitHub, Firebase, AWS (S3, EC2), Redux, npm, Keras