# Nicholas Chaloult

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#### Education

August 2017 - Bachelor of Science in Computer Science, Georgia Institute of Technology, Atlanta, GA

December 2021 O GPA: 3.88/4.00

- Threads: Intelligence, Info & Internetworks Selected Coursework: Data Structures and Algorithms, Database Technologies, Machine Learning, Computer Networking, Systems and Networks, Intro to Artificial Intelligence, Intro to Info Security, Computer Organization

### Experience

October 2022 - Software Development Engineer, Amazon Web Services, Remote

- April 2023 O Impacted by layoffs. Performance was not a contributing factor
  - o Reduced time to detect failed Amazon SWF workflow executions that perform long-running, bulk indexing operations on Elasticsearch clusters from 75 hours to 1 minute, dramatically improving the user experience for larger customers
  - o Identified an opportunity to scale down our Elasticsearch cluster configuration in a region with an unusual traffic pattern. Verified it would not introduce an operational risk, presented a plan of action, and executed, saving ~\$14,000 per year
  - Served as the primary oncall for the AWS IoT Fleet Indexing service for multiple rotations. Promptly mitigated operational events of all shapes and sizes, performed root cause analysis, and collaborated with other teams to conduct corrective action

February 2022 - Software Engineer, NCR Innovation Lab, Atlanta, GA

- September 2022 O Designed and implemented an internal HTTP API that serves as an abstraction layer on top of a collection of retail product advertisement engines. Allows clients to specify which engine they'd like to invoke in each request without needing to know where instances of that engine are deployed. Built with Node.js and TypeScript, and deployed to Google Kubernetes Engine
  - O Used OpenCV, OpenPose, Python, and InfluxDB to build a vision-based inference application that powers a real-time "heatmap" visualization of foot traffic on a retail store's floor plan
  - Conducted technical and behavioral interviews for intern and full-time candidates

May 2021 - Software Engineer Intern, NCR Innovation Lab, Atlanta, GA

- December 2021 O Architected and developed a full stack application that collects insights and displays analytics about the behavior of a retail store's customers. Consumes real-time data streams from proprietary edge compute devices. Identifies over 3,000 unique customers per week in a production environment. Built with WebSockets, React, BigQuery, Google Cloud Pub/Sub, and Google Cloud Functions
  - Onboarded 3 new developers to the project via remote and in-person pair programming sessions, and by creating video tutorials

June 2020 - MLH Fellow, Major League Hacking, Remote

- August 2020 O Selected as one of 150 Fellows from a pool of 20,000 applicants to be a member of the Fellowship's inaugural class
  - Used TypeScript and a cross-compilation toolchain to implement functionality in the AWS Amplify CLI that allows users to write, test, and deploy AWS Lambda functions with the Swift programming language and runtime
  - Wrote user-facing documentation and guides, as well as developer-facing design documents, with the AWS Amplify team

#### Involvements

August 2019 - GT Solar Racing, Telemetry Team Member

- May 2021 Redesigned a byte-oriented telemetry message protocol to support 4x more message types to and from the vehicle
  - Maintained a server written in Go that listens for and processes the vehicle's vitals in real time via a TCP connection
  - O Integrated Grafana with InfluxDB to build a real-time dashboard for monitoring the state of the vehicle as it races

## Personal Projects

- o lancp, a command-line interface written in Go for easily transferring files between two machines on the same network. Similar to scp and rsync, but more convenient to use. Allows two devices to trustlessly discover each other via plaintext passphrases in UDP broadcast messages. Sends file contents over a secure TLS connection after generating and exchanging a self-signed X.509 certificate
- o mc-server-wrapper, a small utility written in Rust that wraps a Java Minecraft server process, and exposes HTTP APIs that let users interact with that process remotely. Captures stdin and stdout of the process, which exposes a command-line interface. Writes to stdin to mimic human interaction, and reads stdout to build responses

#### Skills and Attributes

Languages Java, TypeScript, JavaScript, Python, Go, Bash

Technologies git, Linux, Docker, Amazon Web Services (AWS), Google Cloud Platform (GCP), Elasticsearch, DynamoDB, PostgreSQL, InfluxDB, React, Node.js, Express, LATEX

Interests Rust, distributed systems, maintainable and testable software, free and open-source software