

Edgar Baudry

edgar.baudry@gmail.com - edgarbaudry.dev - Los Angeles, CA

Experience

Activision · Research Assistant Engineering

Nov 2022 - Present

- Maintain and Develop Features for Large Scale Backend Applications and Databases
- Optimized CI/CD Pipeline for Team and Load Monitoring for Stakeholders with Jenkins and Prometheus
- Created Unit Tests and Integration Tests, and Identified and Fixed Error Reports

Activision · Software Engineer Intern

Jun 2022 - Sep 2022

- Researched and Built POCs using ML to Improve the User Experience and Automate Quality Assurance
- Built and Distributed Backend Applications using Java Spring Framework, Docker, and GCP
- Maintained and Optimized Large Databases with SQL and Redis

Santa Monica College · Supplemental Instructor

Aug 2021 - Jun 2022

- Facilitated out-of-class group study sessions resulting in a 30% increase in test scores.
- Created engaging activities to assist learning development.
- Managed course content and post announcements to engage students and keep them current.

MoodMe · AI/Software Engineering Intern

May 2021 - Sep 2021

- Design and build interactive facial recognition, background removal, and hand pose detection apps.
- Used REACT, TensorFlow, OpenCV, and FastAPI to program AI-based computer vision for the web.
- Presented the applications to potential investors and uploaded them on the website: mood-me.com

Projects

Self-Hosted Website · edgarbaudry.dev

I self-hosted my personal website on a Linux machine · NGINX, Linux, DNS, Reverse Proxy, Port Forwarding

Pixel-War · pixel.edgarbaudry.dev

Multiplayer Pixel Painting Game · ReactJS, Spring Boot, Java, PostgreSQL, Websockets, CORS filter

Education

UCLA · Bachelor's degree, Computer Science, 3.55 GPA

Aug 2022 - Jun 2024

Activities: Association for Computing Machinery, LA Hacks, Dean's Honor List

Santa Monica College · Associate's degree, Computer Science, 4.0 GPA

Activities: Scholar's Program, Game Development Club