

PAUL BLACKBURN

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EXPERIENCE

Software Engineer, Card Isle

January 2020 – Present

Blacksburg, VA

- Designed cloud printing infrastructure that pushes greeting card print jobs to clients in real time
 - Implemented in Python using WebSockets, Asyncio, Windows API, and Requests
 - Scaled the software to support hundreds of clients, various Windows OS and printers
- Developed RESTful API endpoints using Django
- Integrated upsells for many ecommerce platforms such as Shopify using vanilla JavaScript
- Configured Celery workers to optimize uptime and throughput of task queues

Research Assistant, Crowd Intelligence Lab

January 2020 – May 2020

Blacksburg, VA

- Implemented feature requests for PairWise, a Flask web app

Software Engineer Intern, Northrop Grumman

May 2019 – August 2019

San Diego, CA

- Developed a desktop application for monitoring Quality of Service for Triton UAV
- Implemented using WPF, and XAML on the frontend and C# on the backend

Software Engineer Co-Op, Peraton

January 2019 – May 2019

Blacksburg, VA

- Implemented the push notification system for DIBNet, a java web app
- Conceived full stack solutions to Jira tickets within three week sprints

Undergraduate Teaching Assistant, Department of Computer Science **August 2018 – December 2019**

Blacksburg, VA

- Facilitate office hours 10 hours a week
- Data Structures and Algorithms (CS 3114) Spring 2019, Fall 2019
- Introduction to Programming in Python (CS1064) Fall 2018

EDUCATION

B.S. Computer Science, Virginia Tech

Fall 2016 – Spring 2020

- GPA: 3.71/4.00
- Mathematics minor

PROJECTS

- 86 MH/s Ethereum mining server in dormitory (2 ETH mined)
- FIFA Ultimate Team Marketplace Trading Algorithms

LEADERSHIP & ACTIVITIES

- Best use of J.B. Hunt API, VTHacks VI: Spring 2019
- Phi Kappa Tau Fraternity Treasurer: 2018