Destin Byrd

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EDUCATION

Georgia Institute Of Technology — Atlanta, GA
Master's of Science in Computer Science (Machine Learning / AI Specialization) — *Aug. 2025 – Dec. 2027 (Expected)*

California State University Long Beach — Long Beach, CA
Bachelor's Of Science in Computer Science — *Aug. 2019 – May 2023*

EXPERIENCE

Information Technology Specialist — December 2023 – Present
Logistics Systems Inc. and Abbtech @ U.S. Department of Treasury — *Fresno, CA*
- Developed full-stack enhancements and backend integrations using proprietary systems (EIP, WCF, QWERT).
- Automated deployment and patching for 4,500+ Windows environments using scripting and AD tools.
- Collaborated with stakeholders to deliver maintainable software solutions and improve ticket workflows.
- Obtained and and passed investigation for an active public trust clearance.

Software Engineering Intern — Jan. 2022 – May 2023
California State University Long Beach — *Long Beach, CA*
- Led student projects in Java, Python, C++, SQL while teaching core CS concepts and design patterns.
- Conducted user testing and debugged student applications using Agile development practices.
- Mentored students on writing scalable, reliable code and functioning in collaborative software teams.

PROJECTS

Labor Market Information System | *Java, Liferay, REST API, JavaScript* — Feb. 2025 - March 2025
- Developed a Liferay-based Java portlet to display dynamic unemployment rate data using REST API integration and JSON parsing.
- Built a responsive user interface with HTML, CSS, Bootstrap, and JavaScript/jQuery to render tables and enhance user interaction.
- Configured a virtualized development environment using Fedora Linux, Eclipse IDE, and Gradle; performed testing and debugging to ensure reliability and usability

Secure File Sharing | *DART, React, MYSQL, Git* — June 2022 – May 2023
- Developed a Dart + SQL app with RESTful APIs for encrypted data exchange.

Chibi Clicker | *C#, Firebase, Git* — May 2018 – May 2019
- Developed a C# mobile game with Firebase backend and logarithmic scaling system in Unity Game Engine.

TECHNICAL SKILLS

Languages: JavaScript, Python, Java, C++, C, C#, TypeScript, HTML/CSS
Frameworks: React, Node.js, Express.js, Next.js, Tailwind, WordPress, REST APIs
Developer Tools: Git, Docker, Cursor AI, AWS, Google Cloud Platform, Visual Studio, PyCharm, IntelliJ, Eclipse
Databases: SQLite, SQL, NoSQL, QWERT (proprietary)
Libraries: pandas, NumPy, Matplotlib, pytorch