Raymond Eah

Boston, MA | eah.r@northeastern.edu | raymondeah.com | github.com/raymondeah | US Citizen

EDUCATION

Northeastern University   Boston, MA
Bachelor of Science in Computer Science   Sep. 2020 – May 2024
- *GPA:* 3.76/4.00
- *Relevant Coursework:* Web Development, Algorithms and Data, Object Oriented Design, Database Design, Networks and Distributed Systems, Computer Systems, Fundamentals of Software Engineering

SKILLS

Languages: TypeScript, JavaScript, Python, Java, HTML, CSS, SQL
Technologies: React, Svelte, Redux, Flask, Jest, JUnit, MongoDB, MySQL
Developer Tools: Git, GitHub, GitLab, Docker, Jira, Linux, LaTeX, Google Earth Engine

EXPERIENCE

Datadog   Boston, MA
Incoming Software Engineer Intern   Fall 2023
Amazon   Jersey City, NJ
Incoming Software Development Engineer Intern   Summer 2023
Oracle   Austin, TX
Software Engineer Intern   May 2022 – Aug. 2022
- Spearheaded a Java migration for 3 SaaS products within the organization by updating 15+ backend microservices from Java 8 to Java 17, resulting in improved reliability and enhanced developer productivity.
- Simplified existing CI/CD pipelines by using GitLab CI to merge separate GitLab and Jenkins pipelines.
- Created a Docker-in-Docker image to support nested containerization required in CI/CD pipelines.
- Collaborated with team members using agile/scrum methodology and two week sprint cycles.

Kostas Research Institute (KRI)   Burlington, MA
Data Science Intern   Jan. 2022 – May 2022
- Leveraged Python, Google Earth Engine API, and open data to create an object detection model from multimodal remote sensing data from scratch.
- Deployed automation pipelines using Python and Bash scripts, reducing model runtime by over 50%.
- Used a high performance computing cluster to process/parallelize data-intensive computations at scale.
- Collaborated with team to detail novel methods and research findings in a preprint.

Northeastern University   Boston, MA
Undergraduate Teaching Assistant   Sep. 2021 – Dec. 2021
- Held four office hours a week to mentor 900+ Discrete Structures students on discrete math curriculum.
- Collaborated with course staff through assignment/exam grading as well as weekly grading meetings.

PROJECTS

Music Review Forum | *React/Redux, Express/Node, Mongoose/MongoDB, JavaScript, Bootstrap*
- Collaborated within a team of four to create a community-generated online forum for song reviews.
- Led the creation of backend CRUD functionality using Express and database integration using MongoDB.
- Implemented a search page that integrates with the Spotify API on the frontend.

RUMBLE (wordleaot.com) | *JavaScript, HTML, CSS*
- Created an Attack on Titan themed variant of the popular game Wordle from scratch and hosted on Netlify.
- Engineered all features of original site, including responsive design and local storage cache.
- Implemented bugfixes and feature extensions based on feedback from 500+ monthly users.