River Marks

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SKILLS

Languages	*NodeJS, React, JavaScript, Java, GraphQL, C#, .NET Core, Python, Markdown*
Tools	*Spring Boot, AWS, MongoDB, MySQL, DynamoDB, Linux (Ubuntu & Fedora)*

EDUCATION

Rochester Institute of Technology — **Expected Graduation: December 2022**
B.S. Computer Science — *GPA: 3.47*

EXPERIENCE

Liberty Mutual Insurance — **Remote**
Software Engineer Intern — *May 2021 - Aug 2021*

- Created several A/B tests with new experiences in an app for 3rd party aggregators (Shipwright)
- Developed pattern in Shipwright that didn't preemptively make expensive Carfax calls
- Lead accessibility review of major update in Shipwright using Accessibility Insights for Web
- Utilized React, Jest, and TestCafe to add additional features and updates to Shipwright

Constant Contact — **Remote**
Software Engineer Intern — *Aug 2020 - May 2021*

- Piloted a new chatbot product offering, developing a rough prototype in NodeJS and React
- Implemented features as a wrapper around an existing AI company's API to assist in custom content injection, customer customization, and generalization of their product offering
- Rewrote prototyped NodeJS backend in Java Spring Boot with a MySQL database
- Solved complex problems that arose when generalizing the AI company's application
- Delivered product offering to head of engineering, giving greenlight for 2021 road map

Liberty Mutual Insurance — **Remote**
Software Engineer Intern — *May 2021 - Aug 2021*

- Designed and implemented a NodeJS AWS Lambda for shortening URLs
- Built mock of AWS Lex using React and NodeJS to hold state of conversation in a local env
- Built a method to run AWS Lambdas locally using SAM
- Wrote unit tests using the Jest framework

Thorlabs, Inc. — **Newton, NJ**
Software Engineer Intern — *May 2019 - Aug 2019*

- Accomplished massive speed increase from C# .Net Core API by using GraphQL
- Developed a translation between GraphQL queries and SQL selects using LINQ
- Load tested C# API using Locust.IO and Python

PROJECTS

Minecraft Charity Stream — *June 2021 - Present*

- Designed NodeJS backend for supporting player data and purchasable item storage
- Implemented MySQL database for storing and accessing this stored data
- Supported the application while helping raise over $1000 during the stream

See other projects on my github

ORGANIZATIONS

Boy Scouts of America — *Eagle Scout*
Computer Science House — *Member*