River Marks

✉ rmarks6767@gmail.com   rmarks6767   📱 570-620-8150   🌐 rivermarks.me

SKILLS

Languages   *NodeJS, React, JavaScript, Java, GraphQL, C#, Python, C, Markdown, Matlab*
Tools   *Spring Boot, .NET Core, AWS, MongoDB, MySQL, DynamoDB, Linux, OKD*

EDUCATION

Rochester Institute of Technology   **Expected Graduation: December 2022**
B.S. Computer Science   *GPA: 3.49*

Relevant Courses:

- Intro to Machine Learning
- Intro to Computer Vision
- A.I. Seminar: Information Retrieval

EXPERIENCE

Liberty Mutual Insurance   **Seattle, WA**
Software Engineer Intern   *May 2022 - Present*

- Worked on improvements to React components on an internal application used for grading underwriting quality
- Helped design and develop solution for allowing multiple reviewers to grade a single underwriter which included a status enum to determine what stage the review was in

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

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

Liberty Mutual Insurance   **Remote**
Software Engineer Intern   *May 2020 - Aug 2020*

- 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

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
- Developed solution for using a donation platform for accepting donations
- Developed cron job pattern for running commands against a Minecraft server using RCON
- Created ReactJS admin panel for controlling item pricing, active players, and command running
- Created several deployment environments using OKD and Kubernetes