

Robert Boyd III

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EDUCATION

University of Central Florida — National Merit Scholar

Orlando, FL

Bachelor of Science in Computer Science

August 2020 – May 2024

TECHNICAL SKILLS

Languages: JavaScript (ESNext), TypeScript, Python, HTML/CSS, C, Java, PHP, Rust, LaTeX

Frameworks: React, React Native, Node.js, Tailwind CSS, Gatsby, Svelte, SvelteKit, Symfony

Libraries: Vitest, Jest, Mocha, Discord.js, Purify, Pandas, NumPy, Rayon

Developer Tools: Git, GitHub, Azure, AWS, Cloudflare, Linux, Bash, Vim, Regex

EXPERIENCE

Software Engineer Intern

Summer 2022

Microsoft

Redmond, WA

- Built a hierarchical file management UI to accelerate Azure Portal extension creation for over 200 teams
- Spearheaded plan to optimize documentation and the onboarding experience for all new hires

Software Developer for UCF Techrangers

October 2021 – April 2022

University of Central Florida

Orlando, FL

- Wrote regex scripts to reduce manual corrections to textbook imports and glossary creations by over 50%
- Maintained an open-source course content accessibility tool GitHub repository through 2 releases

Knight Hacks Vice President

April 2021 – October 2021

University of Central Florida

Orlando, FL

- Lobbied and obtained \$6500 from the student government in order to run hackathon for over 600 students
- Audited and recovered \$2000 of funding from relationship with UCF's CECS Office of Diversity and Inclusion
- Oversaw club operations, including event planning, extensive software development, and marketing

Knight Hacks Workshops Director

September 2020 – August 2021

University of Central Florida

Orlando, FL

- Coordinated over 30 software development workshops to empower UCF students to build their technical skills
- Created over 10 workshops on topics including web development, version control, and software licensing
- Launched "Hello, World!" workshop series to teach software development concepts to over 20 UCF students

PROJECTS

Steel Programming Language | *TypeScript, Vitest, Git*

December 2019 – Present

- Implemented arrays, objects, rational numbers, and true pass-by-reference semantics
- Wrote over 200 unit tests to increase language robustness and prevent regressions
- Considered language features from JavaScript, TypeScript, Haskell, Rust, and Clojure

Lancelot (Discord Bot) | *TypeScript, Discord.js, Jest, Git*

July 2021 – October 2021

- Developed module to wrap the poor UI API provided by Discord.js and reduce unnecessary complexity
- Co-engineered command-based architecture to reduce barrier to entry for new contributors

Knight Hacks Website | *Gatsby/React, Azure, Material-UI, Tailwind CSS, Git*

February 2021 – October 2021

- Redesigned <https://knighthacks.org> using custom React components, Tailwind CSS, and Material-UI
- Suggested automating event propagation to avoid manual updating of weekly events
- Engaged in Agile, weekly sprints, and regular code reviews to ensure consistent progress

ShellHacks 2020: GasBack | *React Native, JavaScript, Google Maps and other APIs, Git*

September 2020

- Created mobile app to calculate the appropriate local cost of gas for a ride from a friend
- Queried APIs to calculate distance traveled and cost of gas for a trip
- Served as project lead for 3 other team members by managing the GitHub repository and merging pull requests