Robert L. Burris

Software Engineer at Palantir

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Education

2019–2023 Bachelor's of Science, University of Washington, Computer Science, Cumulative GPA: 3.67/4.00. Academic Achievements: University of Washington Dean's List: Autumn 2019, Spring 2020 - Spring 2023. Relevant Coursework: Graduate Machine Learning, Distributed Systems, Data Center Systems, Operating Systems, Networks, Compilers, Computational Complexity, Intro to Digital Design, Intro to Data Management

Work Experience

July 2023 - **Software Engineer**, *Palantir*, New York, New York.

Present - Palantir Foundry: Ontology Backend.

June 2022 - **Software Engineer Intern**, *Google*, Pittsburgh, Pennsylvania.

September - Worked on Flex-SRE, a Google Cloud Technical Infrastructure team responsible for managing Borg/Kubernetes, 2022 Colossus, Spanner, BigTable, and other shared resource allocations.

> - Expanded monitoring coverage from 50% to 100% by implementing a gRPC server in Go that executes sample workflows to perform liveliness checks on the command line tool used to manage resource allocations.

> - Implemented a deterministic load generator in C and Go for compute resources (CPU, RAM, Disk) used to validate allocation metrics.

March 2022 - Software Engineer Intern, Intuit, Mountain View, California.

June 2022 - Added two new email notifications to the QuickBooks Live platform to help improve client experiences.

- Built email templates in HTML and used Camunda and Apache Spark+Flink+Kafka to define the logic necessary to send notifications to clients.

March 2022 - Undergraduate Teaching Aide, Allen School of Computer Science and Engineering, Seattle, June 2023 Washington.

- Head Teaching Aide for Introduction to Compiler Construction (CSE 401).

- Co-led a weekly section with another TA, hosted weekly office hours, facilitated grading, and helped students with the term-long project of building a Java compiler.

Technical Projects

Python + pydproc - Automated API Data Collection, pip install pydproc.

Docker - Designed and coauthored a Python3 package (pydproc) with over 700 downloads that simplifies repeated data collection from an API using Python and YAML.

- Implemented a validation script that checks required API fields and desired client data, a filter script that removes extraneous data from API calls, and a way for a client to build their own YAML config file via a command line interface.

Python + AudioBolt - Live Subtitling, Built at TreeHacks 2021.

Electron.js - Developed an Electron.js desktop app that uses DeepSpeech2 (state the of art speech recognition model) to provide live subtitling for any app playing audio

> - Set up Google Cloud environment for receiving inferences and tweaked a simple Socket Server in Python to accept client audio via a TCP stream

Go + FaceNote - Facial Recognition App, Built at Dubhacks 2020.

MongoDB + - Developed an Electron.js desktop app that uses facial recognition to identify users in a Zoom call.

Electron.is - Implemented a MongoDB database interface for storing and retrieving identified faces through HTTP requests in Go.

Technical Skills

Languages C, C++, Java, Python, Go, SystemVerilog, JavaScript, TypeScript

Technologies PyTorch, SQL, Docker, React, Node.js, Express, Next.js, HTML/CSS, Git, Unix/Linux, LaTeX