

Robert Schabacker

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Work Experience

Google, Seattle WA

Software Engineer, Google Cloud Platform

June 2022 - Present

- Integrated newly-released GPU hardware and software into Google Compute Engine's virtualization framework to launch a new cloud product used by over 10,000 customers
- Designed and implemented a process for deploying changes in a non-disruptive way, increasing release velocity and safety while maintaining a high-quality customer experience
- Analyzed inefficiencies in Google's hardware fleet using C++ and SQL, leading to a multi-million dollar savings in hardware
- Expanded end-to-end integration testing, preventing 4 customer-impacting production issues
- Triaged customer issues and urgent bugs as part of the team's on-call rotation

Verisk Analytics, Jersey City NJ (Remote)

Software Engineering Intern

June 2021 - August 2021

- Refactored an HTTP utility library used in 6 Java projects to provide a common interface for developers across 3 teams
- Built a Java client to integrate with an external API, converting requests and responses to/from XML
- Developed, tested, and deployed a solution to a production issue involving incorrect data in over 4 million customer records

Prudential Financial, Newark NJ (Remote)

Software Engineering Intern

June 2020 - August 2020

- Unified DevOps onboarding process for several tech stacks by developing a dynamic web form to generate and update configuration files
- Saved 5 team members multiple meetings for every pipeline provision by automating the creation and committing of files to version control
- Used Node.js and Docker to deploy the web app through an AWS pipeline

Skills

Software: Proficient in C/C++, Python, Rust, Bash

Education

Stevens Institute of Technology, Hoboken NJ

M.S., Computer Science, GPA 4.0

May 2022

B.S., Computer Science, GPA 3.992

May 2022

Coursework Includes: Compiler Design & Implementation, Operating Systems, Concurrent Programming, Database Systems, Advanced Programming in the UNIX Environment

Projects

Proof-of-Concept Programming Language

Spring - Summer 2021

- Developed a parser, typechecker, and compiler frontend for a C-like programming language, with generic data structures and functions implemented in a novel way
- Implemented the compiler in Rust, using the LLVM infrastructure for optimization

Extended-SQL Query Processor

April - May 2021

- Developed a query processor that supports basic SQL features, as well as an extension to SQL allowing for more efficient and readable queries
- Implemented the parsing and query processing logic in C++