# Sam Flattery

## Software Engineer

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## **EDUCATION**

#### **CARNEGIE MELLON UNIVERSITY**

MAY 2022

### Bachelor of Science in Computer Science

- > Concentration in Computer Systems
- > GPA: 3.89 / 4.00 (Dean's List: F'18, S'19, S'20)



## **EXPERIENCE**

#### SOFTWARE ENGINEERING INTERN

**JUNE - AUG 2020** 

#### GOOGLE (REMOTE)

- > Worked with the security team to find bugs in Envoy, an open source L7 proxy, through randomized fuzz testing
- > Wrote a fuzz target for Envoy's xDS protocol, which provides a centralized infrastructure for distributing config files to Envoy nodes
- > Implemented an abstract state tracker that maintained the correct state of the nodes to verify that updates to the configurations were properly processed after executing the fuzzed input
- > Fixed two logical bugs in Envoy's implementation of xDS found by my fuzzer
- > Increased fuzz coverage over key files by more than 40%

C++17 Bazel Protobuf Networking Git

## >\_ Personal Projects

IOS APP: FCE++ May - Aug 2019

Created an iOS app on which students can view CMU's course information and ask questions about courses. Utilized the Parse Platform API and HTTP requests to manage a server-side database. Compiled data from CMU's CSV of course data to JSON format using Python's Pandas, CSV and JSON modules.

#### PROGRAMMING LANGUAGE: SUDOCODE

DEC 2019 - JAN 2020

Taught myself C++ by writing a lexer, parse tree and abstract syntax tree generator from scratch for a small programming language. Created a tool to visualize the graphs that are created as the input code is interpreted.



### Coursework

**15-445 -** Database Systems (current)

15-418 - Parallel Computer Architecture and Programming (current)

15-414 - Bug Catching: Automated Program Verification

15-330 - Introduction to Computer Security

15-210 - Parallel and Sequential Data Structures and Algorithms



### **S**KILLS

**Programming Languages** C++17, C, Python, Swift, SML, x86-64 Assembly

**Development Tools** Git, Vim, Xcode, Make, Bazel, Tmux



#### EXTRACURRICULARS

### THE ATLAS PROJECT | SOFTWARE LEAD

Aug 2019 - Now

- > Managing the software team developing a fully autonomous gravity-powered vehicle
- > Present weekly briefings on software progress to the organization and assign tasks to team members
- > Integrated deep learning semantic segmentation into the vehicle's control mechanism