Sam Roquitte

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Education

Georgia Institute of Technology | Atlanta, GA   *GPA: 3.7/4.0 | August 2018 – May 2022*
Candidate for Bachelor of Science in Computer Science
- Relevant courses — Junior Design, Game AI, Robotics & Perception, Design and Analysis of Algorithms, Computer Organization and Programming, Systems and Networks, Intro to Artificial Intelligence, Data Structures & Algorithms, Linear Algebra, Discrete Math, Objects and Design, Digital Design Lab

Experience

Georgia Institute of Technology College of Computing | Atlanta, GA   *Fall 2019 - Present*
Head Teaching Assistant (CS2200: Systems and Networks) – Fall 2020
Teaching Assistant (CS2200: Systems and Networks) Fall 2019 – Spring 2020
- Met weekly with professor to recommend homework and review TA performance
- Responsible for hiring and supervising 18 undergraduate Teaching Assistants
- Led teams to build new automatic grading tools for all projects and homework assignments
- Held weekly team meetings to delegate tasks and assign grading
- Conducted individual TA meetings to assist with personal growth and provide feedback

Redfin (redfin.com) | Seattle, WA   *Summer 2020*
Software Development Intern – offer rescinded due to COVID-19 pandemic

eCIO (getecio.com) | Madison, WI   *Summer 2019 & 2020*
Software Development Intern (React + Mobx)
Startup robo advisor for institutional investors.
- One of two developers charged with building a client facing investment portfolio management system (myecio.com)
- Reduced average app load time from 760ms to 106ms by implementing a proxy endpoint in the backend service
- Refactored events lambda function into a backend service for increased versatility
- Built an iCAL service to allow users to load events from eCIO into their own calendar
- Designed a backend service to store client information, members, financial records, and sensitive organization documents

Akitabox (akitabox.com) | Madison, WI   *Summer 2017 & 2018*
Software Development Intern (Angular)
SaaS startup providing cloud-based asset tracking, blueprint storage, and maintenance tools to building managers.
- Reduced bug fix turnaround time by adding server crash and error reporting to a Slack bot using AWS CodeDeploy SDK
- Improved consumer value by adding a new building statistics page that summarizes analytics to improve efficiency

Skills

Languages: Java, C, Python, JavaScript, Bash, HTML, CSS, PHP, Arduino
Web Technologies: Node.js, React, Angular, Mobx, MongoDB, MySQL, Redis, Nginx, Apache2, REST APIs
Platforms & Networking: Linux (Ubuntu, Debian), DNS configuration, Domain & subdomain configuration, SSL certificates

Projects

Smart Queue (COVID-19 Global Hackathon 1.0)   *2020*
- Built a webapp that allows students to easily join queues to get help from teachers to assist with the move to online classes
- Learned how to use websockets to synchronize queue on all clients at the same time (like google docs live update)
- Used native notifications to alert students when it is their turn and allow them to join videocall with a single click
- Created with Node.js, React, MaterialUI, HTML5 websockets and native notifications
- Currently in use in a Purdue ECE course

HouseUP (HackGT Hackathon) – Winner: Wayfair Challenge   *2019*
- Built an app to help city planners decide where to build new low-income housing projects
- Interfaced with ESRI's ArcGIS platform to create powerful maps and analyze geographic trends
- Designed and built the front-end application using functional components in React
- Trained an image-based neural network on ESRI geographic data to help find the best location possible

Sandman   2015 – 2017
- Led a team of 5 developers to build an app (LAMP stack) for quick and easy collection of data
- 50 users and over 70,000 data points collected
- Wrote automated strategy guide tool to summarize data and highlight weak points in the opposing teams