Gustavus E. de Andrade

gustavusd@vt.edu

+1 (571)-405-0774

Grad: May 2023

Objective To secure a challenging position in a reputable organization to expand my learnings, knowledge, and skills

Education

B.S. Computer Engineering w Software Systems focus, Expected graduation May 2023

Minor: Computer Science
Virginia Tech, Blacksburg, VA
GPA: 2.7/4.0

Related Courses

Software Design and Data Structures	Computer Organization and Architecture
Data Structures and Algorithms	Embedded Systems
Artificial Intelligence & Engineering Applications	Computational Engineering
Machine Learning	

Skills

Java C C++ Python React QT5

Verilog

Interests

OpenCL Machine Learning

Professional Experience

ADP GTP Summer Intern, Norfolk, Virginia June 2022 – Aug 2022
- Worked on the development of a virtual customer relationship management tool (vcrm) in React
- Collaborated with colleagues on the creation of a new tool to view components in an AgGrid
- Worked in an agile manner with my team and participated in all bi-weekly scrums

Resident Advisor, Blacksburg, Virginia Aug 2021 – May 2022
- Fostered the development of relationships among 48 residents
- Developed a positive living and working environment for residents
- Counsel students on various personal and academic issues

Projects

MIPS Instruction-Level Simulator (C++)
- An instruction level simulator for MIPS w/ tests and a graphical debugger using QT
- Complete with a lexer that creates tokens and a parser that checks if the tokens are syntactically correct for MIPS assembly code
- Implemented multithreading to allow the user to stop and start program execution

Heap Sort Records (Java)
- Implemented an external heap sort algorithm for binary data using random access file and buffer pools (O(Nlog(N))
- Buffer pool was organized using the LRU replacement scheme
- Minimized disk reads and disk writes for shorter run times

Infinite Precision Arithmetic w/ RPN (Java)
- Implemented an infinite precision arithmetic package that could support any positive integer addition, multiplication, and exponential operations
- Linked lists were used to represent numbers
- Stacks were used to hold the operators and operands