

# Tristan Burke

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## Education

UC Berkeley, Class of 2019  
B.S. in Computer Science

## Skills

Python, Java, Unix, Pyspark, Unity,  
Blender, User Training / Engagement,  
Demo'ing, Data Management

## Links

[Github.com/tristanburke](https://github.com/tristanburke)  
[Linkedin/tristan-burke-386865128](https://www.linkedin.com/in/tristan-burke-386865128)

## Personal

US/UK Dual Citizen  
Keyboardist for Jazz/Funk band  
Digital Artist

## Experience

**Palantir, Inc.** | *Forward Deployed Software Engineer*  
New York City, August 2019 - Present

- Engaged with customers in industries ranging from Healthcare, Consumer Products, and US National Defense
- Ran multiple data integration efforts, working closely with customer IT teams, management, and users
- Partnered with internal engineering teams to revamp and improve Palantir's product suite
- Lead outreach demos, user trainings, contracting, and scoping meetings
- Worked closely with internal teams to improve Palantir's recruiting, interviewing, mentorship, and intern processes
- Surged on a 6 person team with the largest PPE producer in the US during the first 6 months of the pandemic
- Joined a 5 person team that successfully won a US Government bid against 10+ other software companies

**Palantir, Inc.** | *Software Engineering Intern*  
New York City, June - August 2018

Lead a data integration project to ingest new car sensor data and incorporate it into maintenance and claims workflows

**Syapse, Inc.** | *Software Engineering Intern*  
San Francisco, June - August 2017

- Startup providing oncologists with tools and analytics to enable "Precision Medicine"
- Joined the Clinical Data Integration team and worked on production pipeline for customer data

## Projects

**The Classroom** | *VR Application*

Built using Unity and Blender--The Classroom, a prototype educational VR application, is an immersive experience that enables users to interact with educational content.

**Huddle** | *VR Application*

Built using Unity, Blender, and Photon Networking--Huddle is a prototype application allowing Oculus users to enter "rooms" and meet virtually.