

GREG CARLIN

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EDUCATION

Brown University *Sc.B. Computer Science and Economics*, GPA: 3.92 / 4.0 Sep 2015 — May 2019
Selected courses: Design and Analysis of Algorithms, Computer Systems, Artificial Intelligence, Machine Learning, Deep Learning, Algorithmic Game Theory, Computer Graphics, Programming Languages

EMPLOYMENT

Facebook *Software Development Intern* May 2018 — Aug 2018
Cambridge, MA

- Backend infrastructure intern on the warehouse data insights team
- Developed a service to store and expose data warehouse dependency information in a graph database
- Optimized service until it was capable of ingesting over half a billion records in about an hour
- Service enabled flexible and efficient querying of dependency data via the Cypher query language by interested users such as data scientists

Technology used: Java, Python, SQL, Bash, Presto, Hive, Neo4j, Cypher

Brown University *Teaching Assistant* Sep 2016 — Present
Providence, RI

- Teaching assistant for Accelerated Introduction to Computer Science (Fall 2016), Introduction to Software Engineering (Spring 2017), and Artificial Intelligence (Fall 2017, 2018)
- Head teaching assistant for AI (Fall 2018): lead 14 other students in updating and running the course
- Created and updated assignments for classes with a cumulative 385 students
- Guided and mentored students through these assignments on a weekly basis

Technology used: Pyret, Java, Python

Education First *Software Development Intern* May 2017 — Jul 2017
Cambridge, MA

- Solved bugs and built features in the internal CRM used by over 500 salespeople
- Built an administration tool from scratch to manage the types of available tour customizations
- Independently built an auditor to draw insights into the customizations customers requested

Technology used: C#, ASP.NET, HTML, React.js, JavaScript, RabbitMQ

State of Rhode Island *Technical Intern* Feb 2016 — May 2016
Providence, RI

- Web development intern for Rhode Island's Office of Digital Excellence
- Sole developer of GetOutdoorsRI, a website that encourages Rhode Islanders to explore local parks
- Project commissioned by the Rhode Island governor
- Built on a Drupal site originally developed by the state of Missouri

Technology used: HTML, Drupal, PHP

SchoolBee *Software Developer* May 2015 — Sep 2015
Rye, NY

- Third software developer for a startup focused on digitizing the K-12 experience
- Solved bugs and built features in SchoolBee's web directory software, which is used by over 3700 students and their families
- Developed an automated view system to improve the speed of reads from a Mongo database

Technology used: HTML, Angular.js, Node.js, MongoDB

PROJECTS

SignMeUp Feb 2017 — Present

- Took over development of a website used to keep track of help queues at TA hours
- Reduced downtime incidents from up to ten per semester to zero
- Used by the majority of Brown CS courses and over 200 students every semester

Technology used: HTML, JavaScript, Node.js, MongoDB, Meteor

airDrive Jun 2016 — Aug 2016

- Independently built proof-of-concept cloud storage website that combined the usability of Dropbox with the security of file sharding and end-to-end encryption
- Files were sharded across a network of users' machines using Storj
- Participated in Breakthrough-Lab, a summer entrepreneurship program at Brown University

Technology used: HTML, JavaScript, Node.js, MySQL, Storj

HONORS AND AWARDS

Eagle Scout: Led volunteers in mapping several local cemeteries; only awarded to 5% of Boy Scouts Jun 2016