Ferris Linde

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EDUCATION

Bachelor of Science, Computer Science, May 2023   Cumulative GPA: 3.78
The College of William & Mary, Williamsburg, VA

COMPUTER SKILLS

Proficient in: GoLang, Python, Java, C, SQL, Docker, GCP, HTML/CSS
Familiar with: JavaScript, R, MATLAB, PHP, Verilog, K8s, Mesos

CAREER EXPERIENCE

Software Engineer - Internship   Summer 2022
Palantir Technologies, New York City, NY
- Worked in Product Development division on Palantir's Apollo SaaS platform.
- On the Signals observability team in the Production Infrastructure department.
- Modified the request pattern of an existing service to allow stakeholders to run diagnostic requests in classified environments that restrict network traffic.
- Updated the authentication mechanism for several API endpoints to enhance security by moving from signed request middleware to scoped access tokens.
- Created alerts and remedied incidents for a live-debugging observability service.
- Refactored legacy codebase to improve extensibility and readability.

Software Engineer - Internship   Summer 2021
Uber Technologies, Remote
- Part of the Compute Core Platform Infrastructure team.
- Developed CLI tools that help an on-call team observe containers for anomalies in a concurrent fashion across distributed systems running at scale.
- Utilized gRPC and Protocol Buffers to create an API networking interface in GoLang for a microservice that regulates several dozen Apache Mesos clusters.
- Connected the bootstrapped microservice API to an internal web server, allowing stakeholders to make queries for cluster information using a new frontend.

Concept Designer and Market Consultant - Internship   Summer 2019
Justen Marks Manufacturing, Hong Kong and Mainland China
- Created design concepts for the summer 2020 series of FiveBelow water guns.
- Assisted in development of embedded Bluetooth control systems for RC toys.

Full-Stack Web Developer - Self Employed   Summer 2018
Freelancer, Kamuela, HI
- Built business websites for various clients using Django and Wordpress.
- Used HTML, CSS, and JavaScript to develop custom UI components.
- Set up web server hosting and CDN through the Google Cloud Platform.
- Managed website data through several SQL systems.

PERSONAL PROJECTS

Digital Pente Board Game AI   (Source Code & Executable on GitHub)
Developed a digital representation of the Pente board game. Implemented a custom parallelized version of the Monte Carlo tree search algorithm to create a competitive AI for users to play against. Programmed in Java with the Processing library.

Poker Assistant
JavaScript Chrome plugin with GoLang backend to analyze poker hand history.