David Sharick

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Education

Northeastern University, Khoury College of Computer Sciences   September 2020 - April 2024
Bachelor of Science in Computer Science, Systems Concentration   *Boston, MA*
GPA: 3.93/4.0, Dean's List all semesters
Awards: Dean's List all semesters, Dean's Scholarship
Coursework: Fundamentals of Software Engineering, Object-Oriented Design, Computer Systems
Networks & Distributed Systems, Network Security, Systems Security, Game Programming, Algorithms & Data

Technical Skills

Languages: Python, Golang, Java, JavaScript, TypeScript, C++, C#, Perl, HTML, C, Assembly (x86-64)
Technologies: Bash, Linux, Git, VS Code, Docker, Kubernetes, JetBrains IDEs, OpenGL, Buildkite, Node.js,
Datadog, Google Cloud
Frameworks/Libraries: JUnit, pytest, NumPy, Jest, React, Flask, Plotly, Beautiful Soup, Matplotlib, Java Swing

Work Experience

Software Engineer Co-op, Linode Backups   July 2023 - March 2024
Akamai   *Cambridge, MA*
- Fixed bugs in the backup software for virtual machines, resulting in hundreds of bugged backups per day running successfully
- Researched and presented a proposal to add automatic builds to a major product component to save dozens of engineer-hours
- Collaborated extensively with stakeholders across different teams to refine and implement changes

Software Engineering Co-op, Infrastructure & Platform Tech   July 2022 - December 2022
Wayfair   *Boston, MA*
- Introduced new service for delivering Slack and email notifications to managers, reducing the rate of send failures to under 1%
- Guaranteed functionality through writing and implementing dozens of unit and integration tests in CI
- Applied Datadog observability monitoring to ensure failures could be quickly noticed and resolved
- Configured Docker and Kubernetes deployments to implement additional features in development and production environments

Teaching Assistant, Fundamentals of Computer Science (Accelerated)   September 2021 - April 2023
Northeastern University   *Boston, MA*
- Teaching programming and program design to 100 students in hands-on labs
- Hosting weekly office hours to help with homework and explain course concepts
- Grading 60+ homework assignments and 25+ exams a semester to give students feedback
- Communicating individual students' progress to instructors through weekly staff meetings

Projects

Graphical Terrain Generator | *C++, OpenGL, SDL2, Git*   May 2023 - June 2023
- Created a custom terrain generator using Perlin noise for seeded randomness
- Improved visual flair by adding a lighting engine and randomly placed biomes
- Added interactivity in the form of mouse- and keyboard-based camera controls

PD43+ Validator | *Python, Docker, Git*   April 2023 - September 2023
- Implemented a custom web scraper to extract data from a government elections website
- Authored complex logic to fit various data sources together and find inconsistencies between them
- Contacted the government and publicized my findings to inform users of the data's shortcomings

Advent of Code | *Python, Git*   December 2021, December 2022 - November 2023
- Solved 225 daily coding challenges of increasing difficulty over multiple years, using efficient algorithms coded in Python
- Wrote test cases to ensure that logic and challenge answers were correct before submitting
- Developed libraries and automated tools to streamline the problem-solving process
- Documented code in order to effectively communicate and discuss solutions with others