Isaac Duarte

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OBJECTIVE

Looking to align my work with my values including but not limited to working on/with open source software, building systems that help connect people, and working under a company with a smaller product scope.

EXPERIENCE

Google, New York NY - *Software Engineer (L4)*, July 2020 - Present

- Worked on the Serverless Scheduling team building, improving, and debugging the infrastructure for products like Cloud Run, Google Cloud Functions, and Google App Engine.
- Worked closely with product managers and teams across the company to deliver high value features to our customers in a codebase containing 15+ years of code.
- Exercised customer empathy and monitoring skills debugging triaged customer issues while on-call.
- Experienced writing C++ in a highly distributed system for products that served customers that served cumulatively millions of QPS while conforming to Google code style.

Amazon, Seattle WA - *SDE Intern,* May 2019 - Aug 2019

- Added feature to vendor site and oversaw it's full development lifecycle, (i.e. designing, development, deployment and testing from backend to frontend).
- Gained first hand experience working as a full stack SDE in the cloud computing tech environment, by learning tools on the job, using them daily, and participating in team/corporate meetings to ensure the success of our product and the health of our distributed systems.

Stony Brook University, Stony Brook - *Teaching Assistant,* Jan 2019 - May 2019

- Teaching Assistant for CSE 320 (System Fundamentals II).
- Responsible for constructing unit tests for homework in C using the Criterion unit testing framework in addition to holding office hours to be available to provide assistance to a large class of students (134).

EDUCATION

Stony Brook University, Stony Brook NY

Bachelor of Science in Computer Science and Mathematics, May 2020   GPA 3.69

Honors: Stony Brook Dean's List (2016 - 2020), AP Scholar with Distinction Award (2016)

PROJECTS

- Costanza bot using the Golang Discord API
- StackTraceException (Spring 2019): Course project for CSE 356 Cloud Computing. Consisted in creating a clone of StackOverflow from scratch that can handle 2000 concurrent users with a fully functioning user interface.
- Nonogram game utilizing electron, node.js, and python for the SBUHacks 2018 Hackathon.

Independent Projects

Sudoku using JavaFX; Snake using Java AWT/Swing; Pong using Java AWT/Swing; Discord Bot using the Java Discord API, and google speech and search APIs

SKILLS

- Proficient in C++, Java, Go, Python, C, MIPS Assembly, Git, Terminal, Haxe, CSS, and HTML.
- Comfortable working on enterprise applications and overseeing the full development lifecycle of a project.
- Well versed in JavaScript, NodeJs, Electron, JSP, and other front end technologies as well as DevOps tools
- Quick to adapt and integrate into new environments.
- Skilled with Distributed Computing applications involving MongoDB, Cassandra, Memcached, Nginx and others
- Extensive experience with operating systems, and Windows, Linux/Unix, and Mac environments
- Mathematics i.e. Calculus, Statistics, Probability, Combinatorics, Computational Geometry
- Fluent in Spanish and English.