

Austin Adams

216 West Main Street
Cartersville, GA 30120
☎ +1 (678) 294 0149
✉ me@austinjadams.com
📄 austinjadams.com
github.com/ausbin

Education

- August 2016 – **Bachelor of Science in Computer Science**, *Georgia Institute of Technology*, Atlanta, GA.
December 2018
 - Graduated with Highest Honor. GPA: 3.90/4.0
 - Threads: Theory, Systems & Architecture

August 2014 – **Dual Enrollment Honors Program**, *Kennesaw State University*, Kennesaw, GA.
May 2016
 - GPA: 4.0/4.0
 - Dual-enrolled full-time in senior year of high school

Work Experience

- March 2019 – **Software Development Engineer**, *Amazon*, Seattle, WA.
TBD
- August 2018 – **Head Teaching Assistant, CS 2110 (Intro to Computer Architecture)**, *College of Computing*,
December 2018 *Georgia Institute of Technology*, Atlanta, GA.
 - Hired and managed a team of 18 teaching assistants to teach recitations and create course material (homeworks, quizzes, and timed labs) for over 350 students
 - Introduced a policy under which TAs must complete assignments at least one week in advance for review
 - Made local autograders compatible with the Gradescope cloud autograding service by writing a connector
 - Autograded Gameboy Advance Direct Memory Access calls on x86 using virtual memory tricks with `mmap()`

May 2018 – **Software Engineering Intern**, *The Home Depot*, Atlanta, GA.
August 2018
 - Helped write a productivity metrics visualization dashboard written in React and Node.js for Chief Information Officer, Vice Presidents, and Directors
 - Configured and created Concourse pipelines for continuous integration and continuous deployment
 - Improved Slack bot written in Node.js which gathered information about internal applications by consuming the REST APIs of additional internal services

August 2017 – **Undergraduate Teaching Assistant, CS 2110 (Intro to Computer Architecture)**, *College of*
May 2018 *Computing, Georgia Institute of Technology*, Atlanta, GA.
 - Held office hours to help students debug recursive assembly code, their implementations of `malloc()`, and Game Boy Advance games written in C
 - Authored “the `malloc()` homework,” in which students implement `malloc()`, and wrote new autograder based on unit tests designed for easy student debugging
 - Overhauled autograding infrastructure for class by replacing ad-hoc shell script autograders and manual grade input with a new multithreaded Python autograder capable of grading all homeworks in the class

May 2017 – **Software Engineering Intern**, *Urjanet*, Atlanta, GA.
July 2017
 - Found and fixed remote code execution vulnerability in which unsanitized user input was passed to a shell
 - Improved speed and reliability of JavaScript CasperJS scripts for scraping customers’ bills from websites of leading phone/TV providers
 - Wrote scripts for batch Jenkins job operations using the Jenkins REST API
 - Implemented automated data delivery to Amazon S3

Personal Projects

- **zucchini**, a Python autograding framework integrated with Gradescope and the Canvas Learning Management System API. Allows grading hundreds of student submissions and posting grades in minutes
- **nsdo**, a C program for GNU/Linux allowing nonprivileged users to execute applications in Linux network namespaces. Useful for isolating particular applications in VPNs
- **novice**, a TypeScript library which aims to unify the assembly debugger/autograding infrastructure across undergraduate Systems and Architecture classes. Uses an LR(1) parser to parse a common ISA-agnostic syntax
- **gong**, a web git repository viewer written in Go using libgit2

Skills

Languages Python, Java, C, Go, Bourne Shell, TypeScript, JavaScript, C#, PHP

Other GNU/Linux, Django, React, ASP.NET MVC, Bootstrap, HTML, CSS, \LaTeX