

# Aidan Sojourner

<https://sojourner.me>

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GitHub: <https://github.com/tuxxi>

## EXPERIENCE

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- **NVIDIA - GeForce NOW Cloud Backend** Santa Clara, CA  
*Software Engineering Intern* *June 2020 - December 2020*
  - **Software Deployments:** Created system to declaratively describe deployments of microservices to VPCs inside NVIDIA datacenters, decreasing time to onboard new services by 50x.
  - **Secure Cloud Detection:** Brought up Secure Cloud Detection microservice which provides a API for game publishers to securely check if their game is running in the GeForce NOW cloud.
  - **Automatic Resource Policy Adjustment:** Implemented a rule-based system which reacts to user queueing behavior and automatically adjusts resource allocation to reduce queue times for paying users. Automated system replaces manual action by DevOps team.
- **Raytheon Applied Signal Technology** Sunnyvale, CA  
*Software Engineering Intern* *June 2019 - September 2019*
  - **User Manual Delivery System:** Created document control system that outputs various user manuals for similar products from one source document. Uses existing feature checks in product codebase to add/remove sections based on the specific product.
  - **Tooling:** Created debug tooling to visualize network connections and IPC messages to aid debugging. Updated legacy build system to CMake, improved 4-hour compile times to 10 minutes, speedup of 25x.

## EDUCATION

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- **University of California, Santa Cruz** Santa Cruz, CA  
*Bachelor of Science in Computer Science; GPA: 3.72* *September 2019 - June 2021*
  - **Relevant Coursework:** Distributed Systems, Compiler Design, Systems Design, Programming Languages

## PROJECTS

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- **OpenBurn** [GitHub - OpenBurn](#)  
*Open-sorce desktop application for designing and simulating solid rocket motors*
  - Created from the ground up to aid amateur rocketeers in designing solid rocket motors. Uses Qt5 frontend with MVC architecture, re-usable simulation API separated from GUI.
- **Momentum Mod** [momentum-mod.org](https://momentum-mod.org)  
*Open-source first person speedrunning game*
  - Programmed game client and internal tools, created "replay" system to record runs, created asynchronous TCP/IP game server and client for multiplayer gameplay.
- **Rocket Launch Controller:** Wireless launch controller for amateur rockets. Featuring igniter continuity check, fail-safe disarm, 2-way digital radio link on 433 MHz HAM band.
- **Crystal Ear:** Prototype smart glasses with automatic closed-captioning to aid the elderly and hard-of-hearing. Uses on-board inference for speech-to-text; 3D printed glasses using transparent OLED display.

## PROGRAMMING SKILLS

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- **Languages:** Python, C, C++, Java, Golang, bash, Rust, Clojure, Haskell
- **Technologies:** AWS, Docker, Linux, Jenkins, Spring Boot, Qt
- **Tools:** Jira, Git, Perforce/P4, BugZilla