

Joseph Azevedo

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EDUCATION

JUN 2018 - CURRENT | **Georgia Institute of Technology**, Atlanta, GA | GPA: 4.0/4.0
Bachelor of Science, Computer Science | Graduation date: May 2021
Concentration: Networking & Graphics
Candidate for Master's in Computer Science (Expected graduation: May 2022)

SKILLS

LANGUAGES: Go, Rust, Python, Java, Scala, TypeScript, JavaScript, HTML/CSS, Bash, SQL, C#, C
SOFTWARE: Git, Docker, Kubernetes, OpenShift, Azure, L^AT_EX, Nginx, Apache, Maven, Webpack, Babel, gRPC/Protobuf, Linux, Windows, SQL (Postgres, MySQL), NoSQL (MongoDB, Elasticsearch)
FRAMEWORKS: React, Flask, Express, Play, Akka, Vue.js, Android SDK, .NET, WPF
CONCEPTS: Containerization, Orchestration, Agile/SCRUM, Microservices, Unit & integration testing, CI/CD
COURSEWORK: Data structures, Algorithms, Databases, Object-oriented design, Networking, Operating systems, Combinatorics

WORK EXPERIENCE

MAY 2020 - AUG 2020 | **Software Engineering Intern**
MathWorks

- Developed new features in a **Golang** microservice and a **React** dashboard, including unit and integration testing
- Designed custom **Kubernetes** controller to work with internal framework and manage dynamic deployments
- Wrote design documentation and created proof of concept in **Go** investigating **Kubernetes** integration

AUG 2019 - CURRENT | **Senior Teaching Assistant**
Georgia Institute of Technology | CS 2340 - Objects & Design (Object-oriented design)

- Led a team of 6 other teaching assistants to prepare and deliver lectures over the course of the semester
- Graded project milestones and held office hours for students making a group project in **Java Swing** or **Python Flask**
- Created code style autograder scripts/workflow using **Python** for student projects used by 1,300 students over 3 semesters

LEADERSHIP

JULY 2019 - AUG 2020 | **President**
Georgia Tech Esports Club

- Led one of the largest student organizations at Georgia Tech with over **300 active members** and **30 competitive teams**
- Designed for and led push to unify branding for the club and its events, including logos, graphics, and videos
- Worked with team of officers to conduct corporate outreach and partner with campus administration for funding

Logistics & Event Organizer *Gamefest 2019* • [gamefest.gg](#)

- Led a small team of organizers to plan and host a regional collegiate tournament with over **400 participants**
- Worked with campus administration to secure support and managed a team of **20 volunteers** working the day of the event

PROJECTS

FEB 2020 - CURRENT | **rAdvisor**
Open-source system resource utilization tool for Docker & Kubernetes • [elba-docker/radvisor](#)

- Developed a high-performance, concurrent CLI tool in **Rust** that monitors **Linux** cgroups and polls the **Docker** daemon
- Conducted hundreds of distributed experimental workflows using **Python/Bash** to test overhead and consistency
- Wrote final report that details the software design, experimental procedure, and results • [elba-docker/report](#)
- Continued working as a **research assistant** starting Fall 2020 at Georgia Tech to work on integrating this tool into a system performance monitoring toolkit

MAY 2019 - CURRENT | **Architus Full Stack Application**
Open-source chat bot & API with web dashboard • [architus](#) • [architus/architus](#) • [architus/archit.us](#)

- Engineered front-end web application with **React/Redux** to consume, process, and display API data
- Built microservice-based back-end using **Python/Flask**, **Rust**, **RabbitMQ**, **PostgreSQL**, and **Elasticsearch**
- Led migration to use **Kubernetes**, motivated by increased server load and growing user base (**40,000+ users**)

JAN 2019 - MAY 2019 | **Risk Web Application**
Software engineering class group project • [riskgame.ga](#) • [jazevedo620/cs2340-risk](#)

- Engineered back-end and websocket-based network model in **Scala**, using **Akka** actors to process game and lobby state
- Containerized application using **Docker/Alpine** and configured deployment on both **Kubernetes** and **OpenShift**