

Raymond “Buck” Bukaty

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www.buckbukaty.com

Experience

Neighbor’s Corner – Team Member, Barista

January – September 2023

- Motivated by a goal to live in Japan, worked at a local Japanese-owned café and self-studied written and spoken Japanese to an intermediate (JLPT N4/N3) level.
- Responsibilities varied from opening, restocking, working register, closing/cleaning, and eventually training new hires.

Atlassian – Engineering Senior Associate (Mountain View, CA)

July 2020 – Dec 2021

- As a member of Confluence’s “Beyond” team, developed new Java microservices to improve the scalability of Confluence’s permissions and identity systems.
- Selected as a member of a successful task force which implemented permissions group renaming, a long-requested feature requiring substantial internal code restructuring.
- Promoted from New Grad Software Engineer at first eligible opportunity.

Atlassian – Software Development Intern (Mountain View, CA)

Summer 2019

- Updated Confluence to query user time zone and language preferences from a new Identity service, allowing for the unification of these settings across Atlassian’s product suite.

Stanford Vision and Learning Lab – Research Intern (Stanford, CA)

Summer 2018

- Contributed to early-stage AI agent designed to learn by interacting with people online.
- Developed convolutional neural nets to filter unusable images from real-world data sources.
- Performed crowd-sourced experiments to validate the efficacy of a novel “question informativeness” ranking algorithm.

Computer Graphics Course Project – Project Lead (Stanford, CA)

Winter 2018

- Led team of four students to create a short puzzle game using Unity and C#.
- Implemented 3D grid system supporting complex logic puzzles with moving parts.
- Collaborated with two visual designers to add models, textures, and animations to the game.

Credentials

Stanford University – B.S. in Computer Science with distinction (3.9 GPA).

June 2020

Coursework – AI, NLP, Computer Systems, Computer Networking, Databases

Judge Academy – Level 1 Magic Judge

October 2024

Confident running Casual REL events, capable as a Floor Judge at Competitive REL.

Skills

Software Engineering, Web Development, Stream/Video Production, TCGPlayer Sales

Interests: Computer Art, Magic: The Gathering, Rhythm Games, Music Production