

RAYMOND “BUCK” BUKATY

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EDUCATION

Stanford University – B.S. in Computer Science, expected June 2020. Cumulative GPA 3.95/4.00

Principles of Computer Systems ▪ Introduction to Computer Networking ▪ Data Management and Data Systems ▪ AI: Principles and Techniques ▪ Convolutional Neural Networks ▪ Introduction to Natural Language Processing ▪ Natural Language Processing with Deep Learning

WORK EXPERIENCE

Atlassian – Software Development Intern (Mountain View, CA) *Summer 2019*

- Updated Confluence codebase to query user time zone and language preferences from Atlassian’s new Identity service, allowing for the unification of these settings across Atlassian’s product suite.
- Developed uncompromising solutions to challenges encountered while working with legacy code, and modernized tests to ensure continued code coverage.
- Learned about the reactive programming paradigm and worked on a new Java microservice built with the Spring WebFlux application stack.

Stanford Vision and Learning Lab – Research Intern (Stanford, CA) *Summer 2018*

- Interned with Ranjay Krishna in lab of esteemed AI Research Director Fei-Fei Li, contributing to the Engagement Learning project.
- Implemented, gathered data for, and trained convolutional neural network models for filtering unusable images from the system’s social media uptake.
- Performed crowd-sourced experiments to validate the efficacy of a “question informativeness” metric, a novel research contribution intended to gauge the value of a question-answer pair for computer vision algorithms.

Boundless Mind – Web Development Intern (Los Angeles, CA) *Summer 2017*

- Designed and constructed a web Business Intelligence dashboard for early stage company.
- Aggregated data from internal and external sources into useful metrics and visualizations, allowing for real-time monitoring of the sales and customer integration pipeline.
- Quickly iterated on feature requests and user experience feedback from coworkers in the sales team.

PROJECTS

3D Puzzle Game – bbukaty.github.io/LaserLair *Winter 2018*

- Led a team of four students to create a puzzle game for course on Interactive Computer Graphics.
- Implemented core game logic in C#.
- Collaborated with two visual designers and integrated their finished models and animations.

AI Game Playing Agent – bbukaty.github.io/CoNBot *Spring 2018*

- Collaborated with a partner on major assignment in course on Convolutional Neural Networks to create a game-playing Reinforcement Learning agent using PyTorch.
- Built a pipeline to record human gameplay data from *Crypt of the NecroDancer*, which was used to bootstrap the model’s understanding of visual information.
- Analyzed model’s performance and behavior in detailed project report.

SKILLS

Java (Maven, Spring) ▪ Python (NumPy, PyTorch) ▪ JavaScript (jQuery) ▪ C++ ▪ SQL (BigQuery)
Familiarity with game and VR development in Unity (C#), programmatic art with Processing, music production in FL Studio 12, and juggling.