

# Raymond “Buck” Bukaty

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## Education

**Stanford University** – *B.S. with distinction in Computer Science, June 2020.*

**Coursework** – Principles of Computer Systems ▪ AI: Principles and Techniques  
Introduction to Computer Networking ▪ Data Management and Data Systems  
Convolutional Neural Networks ▪ Introduction to Natural Language Processing

## Experience

**Atlassian – Engineering Senior Associate** (Mountain View, CA) *Jul 2020 – Dec 2021*

- Promoted from New Grad Software Engineer to Engineering Senior Associate at first eligible promotion cycle.
- As a member of Confluence Beyond team, developed new Java microservices to support the long-term scalability of Confluence's permissions and identity systems.
- Implemented substantial infrastructure changes within Confluence's legacy codebase to support several long-requested features.
- Gained proficiency with various DevOps tools: Splunk, SignalFX, AWS CloudWatch, and others, including internal tools.

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

- Updated Confluence codebase 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.
- Developed process for modernizing legacy tests to ensure continued code coverage.

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

- Interned in lab of esteemed AI Research Director Fei-Fei Li, contributing to an “Engagement Learning Interaction Agent” designed to learn from online conversations.
- Developed convolutional neural network models to filter unusable images from real-world data sources.
- Performed crowd-sourced experiments to validate the efficacy of a novel “question informativeness” ranking algorithm.

**Course Project – Project Lead** (Stanford, CA) *Winter 2018*

- Led team of four students to create a puzzle game for CS248: Interactive Computer Graphics 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.

## Skills

**Java** ▪ **JavaScript** (React) ▪ **Python** (NumPy, PyTorch) ▪ **SQL** ▪ **C++** ▪ **Git**

- Excellent interpersonal and technical communication skills which foster trust and knowledge sharing within my teams.
- Creativity: Hobby projects include pen plotter art, rhythm game mods, music production, and board game design tools (see buckbukaty.com).