

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

Skills

Languages: **Java** (Spring, Reactor, Maven), **JavaScript** (React), **Python**, and **SQL**.

Tools: Git, Splunk, LaunchDarkly, SignalFX, Bamboo CI/CD, Terraform, Firebase

Workplace: Excellent interpersonal and technical communication skills 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).

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.

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.

Aug 2022