

CYRUS FRESHMAN • BOSTON, MA • CYRUS@FRESHMAN.DEV

WORK EXPERIENCE

FRESHMAN.DEV LLC • OWNER • BOSTON, MA

Full Stack Software Engineer

APRIL 2022–PRESENT

Miscellaneous software projects built with MERN stack (for the most part)

([wordbase](#)) remake of discontinued multiplayer word game

launched on ProductHunt ([link](#))

([greeter](#)) keep track of where you met friends

([wordle bot leaderboard](#)) leaderboard for programmatic Wordle solvers

([dinder](#)) make new recipes with random people on the internet

([pico-packet](#)) resources for getting started with the Raspberry Pi Pico, including [pico-fi](#)

([follow-sync](#)) sync follows between Twitter and Mastodon

([fishbowl](#)) a party game similar to charades, built on [wvl.js](#)

([daily-nonogram](#)) daily nonogram puzzles

AMAZON ROBOTICS • PATH PLANNING TEAM • WESTBOROUGH, MA

Software Development Engineer

SEPTEMBER 2019–APRIL 2022

Developed unstructured path planning API for autonomous warehouse vehicles ([demo](#))

Implemented real-time event stream processor for vehicle allocation

Optimized tier-1 data pipeline service ecosystem to improve scaling of accessor API by 1500%

Designed internal alarming library used across adjacent teams

Simplified management of throttling system and collaborated on self-service workflow for clients

Presented technical design decisions

Undertook occasional UI design work

Mentored intern project and positively influenced programming methodology of colleagues

MATHWORKS • DATA TOOLS & GRAPHICS TEAMS • NATICK, MA

Software Engineering Intern

SUMMERS 2016–2018

Developed full-stack feature for MATLAB Online's Import Tool

Implemented several heavy UI elements for MATLAB's Property Inspector, including colormap ([detail](#))

Created graphics performance reporting app for progress tracking

EDUCATION

UNIVERSITY OF MASSACHUSETTS, AMHERST • AMHERST, MA

4.0\ **3.91**

Bachelor of Science in Computer Science

SEPTEMBER 2015–MAY 2019

589 Machine Learning – 514 Data Science – 583 Game Programming – 383 Artificial Intelligence

403 Robotics – 326 Web Programming – 611 Advanced Algorithms – MATH MvCalc LinAlg DiffEq

UNIVERSITY OF AUCKLAND • AUCKLAND, NEW ZEALAND

8.0\ **8.25**

Semester Abroad

SPRING 2018

373 Computer Graphics – 351 Database Systems – 345 Human-Computer Interaction

OTHER PROJECTS & ROLES

3D Game Development in Unity

2019

Designed physics-based couch game with Nintendo Joy-Cons for player input ([link](#))

Hierarchical Control System for Simulated Pong-Playing Robot

2019

Composed behavior from low-level PD controllers to integrated gameplay for course competition

Hackathon Competition

2018

Won 'Most Innovative' for idea with random group while studying at University of Auckland

Team Lead, Competitive Programming Interest Group

2017

Achieved 6th place in the ICPC 2017 Northeast North America Regional Contest ([scoreboard](#))

Qualified at BOSPPE Preliminary as first-time ICPC competitor ([scoreboard](#))

Secretary, Association for Computing Machinery (ACM) Student Chapter

2017

PROGRAMMING LANGUAGES, FRAMEWORKS, TECHNOLOGIES & METHODOLOGIES

Java, JavaScript/TypeScript, Python, C/C++, C#, Kotlin, Ruby, MATLAB, HTML/CSS, SQL

MERN stack (MongoDB, ExpressJS, ReactJS, NodeJS), Django, Dojo Toolkit

AWS, Chromium DevTools, Git, Unix shell, REST APIs, Service-Oriented Architecture, Agile