

Robert Boyd III

resume@robertboyd.dev | <https://linkedin.com/in/robertboyd3> | <https://github.com/rob-3>

EDUCATION

University of Central Florida — National Merit Scholar

Orlando, FL

Bachelor of Science in Computer Science — Summa Cum Laude

August 2020 – May 2024

TECHNICAL SKILLS

Languages: Clojure, Python, HTML/CSS/JavaScript/TypeScript

These are the languages I'm very comfortable in and would choose if I had a hackathon tomorrow, but I've used C, C#, C++, Java, Rust, and others and can easily pick up new languages. I'm an engineer, after all.

Developer Tools: Nix, Git, GitHub, Azure, Azure DevOps, AWS, Cloudflare, Hetzner, Linux, Bash, Vim, Regex

EXPERIENCE

Software Engineer

August 2024 – Present

Microsoft

Remote (WA)

- Scripted codebase setup process, saving hundreds of engineer-hours wasted on environment debugging
- Investigated and resolved test failures across a massive distributed systems project with over 3 million lines of code

Software Engineer Intern

Summer 2022, Summer 2023

Microsoft

Redmond, WA

- 2023: Integrated DBT into experimental telemetry pipeline handling millions of messages per second
- 2022: Built a hierarchical file management UI to accelerate Azure Portal extension creation for over 200 teams

Software Developer for UCF Techrangers

October 2021 – April 2022

University of Central Florida

Orlando, FL

- Wrote regex scripts to reduce manual corrections to textbook imports and glossary creations by over 50%
- Maintained an open-source course content accessibility tool through 2 releases

Knight Hacks (UCF hackathon club) VP

April 2021 – October 2021

University of Central Florida

Orlando, FL

- Lobbied and obtained \$6500 from the student government in order to run hackathon for over 600 students
- Audited and recovered \$2000 of missing funding from UCF's CECS Office of Diversity and Inclusion
- Oversaw club operations, including event planning, extensive software development, and marketing

PROJECTS

Submarine Commander | *Clojure*

May 2024 – Present

- Translated and implemented the rules of the Captain Sonar board game (from the rule book) in Clojure
- Created testing DSL to allow for concise headless testing of game rules engine

KnightLife | *Python, SQLite, Svelte, Node.js, Caddy, ChatGPT*

August 2023 – May 2024

- Managed team of 5 to build an event aggregator for UCF campus: <https://knightlife.fyi>
- Engineered custom project deployment system to enable development preview links and database forks
- Wrote web scraping routines to centralize student events from UCF calendars, Instagram, and Discord

CaseLink | *ChatGPT, Whisper, Svelte, Node.js, Twilio, Tailwind CSS*

May 2023

- Led team of 4 (including 2 first time hackers) to win first place and \$12500 at Morgan & Morgan's UCF hackathon
- Built frontend Svelte app to display transcriptions and summaries generated from calls and Word documents
- Pitched and demoed project to panel of judges, including Morgan & Morgan C-level executives and employees

Steel Programming Language | *TypeScript, Vitest*

December 2019 – September 2022

- Implemented arrays, objects, rational numbers, and true pass-by-reference semantics
- Wrote over 200 unit tests to increase language robustness and prevent regressions
- Considered language features from JavaScript, TypeScript, Haskell, Rust, and Clojure