

# Robert Boyd III

614-392-8878 | [robert@robertboyd.dev](mailto:robert@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*

*August 2020 – May 2024*

## TECHNICAL SKILLS

---

**Languages:** JavaScript, TypeScript, Python, C#, HTML/CSS, C, Java, PHP, Rust, LaTeX

**Frameworks:** React, React Native, Next.js, Node.js, Tailwind CSS, SvelteKit, Symfony, Unity VR

**Libraries:** ChatGPT, Whisper, Twilio, Vitest, Jest, Mocha, Discord.js, Purify, Pandas, NumPy, Rayon, Prisma

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

## EXPERIENCE

---

**Software Engineer Intern**

Summer 2023

*Microsoft*

*Redmond, WA*

- Integrated DBT into experimental telemetry pipeline handling millions of messages per second
- Simplified writing batch jobs on data warehouse through API of my own design

**Software Engineer Intern**

Summer 2022

*Microsoft*

*Redmond, WA*

- Built a hierarchical file management UI to accelerate Azure Portal extension creation for over 200 teams
- Spearheaded plan to optimize documentation and the onboarding experience for all new hires

**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 GitHub repository through 2 releases

**Knight Hacks Vice President**

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 funding from relationship with UCF's CECS Office of Diversity and Inclusion
- Oversaw club operations, including event planning, extensive software development, and marketing

**Knight Hacks Workshops Director**

September 2020 – August 2021

*University of Central Florida*

*Orlando, FL*

- Coordinated over 30 software development workshops to empower UCF students to build their technical skills
- Created over 10 workshops on topics including web development, version control, and software licensing
- Launched "Hello, World!" workshop series to teach software development concepts to over 20 UCF students

## PROJECTS

---

**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

**Twilight Forest** | *Unity VR, C#*

August 2022 – December 2022

- Made a VR adventure game with physics-based bow and arrow, flying enemies, and puzzles
- Created a tunable flying devil enemy with a fireball attack and custom AI and evasion logic
- Conducted playtesting with nonteam members and incorporated feedback into game

**Daydream** | *Project Management, React Native, Next.js, Prisma, Tailwind CSS* September 2022 – December 2022

- Led team of 9 through the construction of a Stable Diffusion based social media platform as project manager
- Reviewed over 80 pull requests for issues and served as benevolent gatekeeper of the codebase
- Resolved with unexpected issues with authentication packages by writing a custom JWT-based solution

**Steel Programming Language** | *TypeScript, Vitest*

December 2019 – Present

- 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