

## Education

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**The University of Texas at Austin**, Austin TX  
B.S. Computer Science, GPA: 3.5

May 2016

## Work Experience

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**Microsoft** May – August 2015

- Member of the PowerShell Tools for Visual Studio team
- Implemented remote debugging which enables users to attach to and debug their running scripts
- Contributions can be found at <http://www.github.com/MrayerMSFT>

**Rackspace** June – August 2014

- Member of the Cloud Load Balancers Team
- Developed several new and fixed old features which allowed the project to maintain a high development velocity as the rest of the team's focus shifted to a new version
- Researched and set up a code review system for the project which allowed for greater developer accountability

**Raytheon** June – August 2013

- Worked on a research project for automating the setup and monitoring of cloud based missions
- Designed and implemented a feature for monitoring the latency between various components of the project which allowed for users to easily and directly monitor performance
- Updated a RESTful interface for testing CouchDB while also researching a replacement database in order to increase overall performance of the software

## Projects

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### Notable School Projects

- Implemented Conway's Game of Life using C++
- Wrote various Map Reduce/Hadoop programs using Java
- Incrementally implemented an algorithm which made a stable set of matchings between bids and items using Java
- Implemented priority scheduling, stack argument passing, system calls, and a basic file system in PintOS
- Created a program that calculates the degrees of separation between Kevin Bacon and other actors using Perl
- Wrote a Y86 simulator and a program that determines the adjacency of polygons using C

### Personal Projects: [www.github.com/rolledback](http://www.github.com/rolledback)

- Wrote a distributed program to calculate the shortest path between Reddit users, made using Python
- Participated in the creation of a competitive programming auto judge application
- Made a Python web app which uses the World of Tanks API to give users an estimate towards achieving a goal
- Created a turn based strategy game using Java; features include AI teams, map generation, and a map file format

## Technical Skills

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- Experience with Java, Python, and C#
- Exposure to C++, Perl, C, JavaScript, and HTML
- Experience with Hadoop, Agile Software Development, RESTful API Development, and Android Development

## Activities

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**Sanger Learning Center** 2014 – Present

- Computer Science tutor for CS 302, 303E and 313E

**Association for Computer and Machinery (ACM)** 2012 – Present

- Co-President, August 2014 – May 2015, co-led a team of 12 elected and appointed officers
- VP Corporate Affairs, May 2014 – May 2015, raised \$20,000 from various corporations

**UT Austin Pep Band** 2012 – Present

**ImpactATX** 2012 – 2014

- Treasurer, April 2013 to May 2014

**Freshman Research Initiative (FRI)** 2012 – 2013

- Member of the Computational Evolution Lab for Spring 2013

**Business Professionals of America (BPA)** 2010 – 2012

- BPA Java Programming Nationals Finalist, 2012, finished 5<sup>th</sup> in the nation