

# Bryant L. Park

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## EDUCATION

**Cornell University**, College of Engineering

Ithaca, NY

*B.S. Computer Science, Minor in Electrical & Computer Engineering*

*Expected May 2025*

- **GPA:** 3.985 • **Coursework:** Distributed Systems, Parallel Computing, Programming Languages, Adv. Computer Architecture, High-Level Synthesis, Embedded OS, Operating Systems, Functional Programming, Algorithms

## EXPERIENCE

**Palantir Technologies**

New York, NY

*Software Engineer Intern*

*May 2024 – Present*

- Design syntax, test, and add support for ordered object aggregation queries to open-source TypeScript SDK for Foundry
- Kickstart SDK observability by building logging & analytics platform into Java API gateway and TS/Python/Java SDKs
- Address TS SDK feature requests from users and implement logic in Foundry API to bring v2.0 release to feature parity

**Capital One**

McLean, VA

*Software Engineer Intern*

*June 2023 – August 2023*

- Collaborated in Agile team to build Flask API to email summarized error reports, handling 110+ process failures daily
- Wrote unit and acceptance tests achieving 95% code coverage, configured Jenkins pipeline, deployed to AWS Lambda
- Finished project 3 weeks early; fixed tests and made optimizations in another API, cutting response times by ~2s (30%)
- Documented bugs with internal CI/CD pipeline, leading to fixes improving the developer experience for 10k+ engineers

**Orchard Robotics**

Ithaca, NY

*Software Engineer Intern*

*December 2022 – June 2023*

- Built product MVP for on-site demos in 2 weeks, securing \$100k+ in contracts signed with 7 orchards during Spring 2023
- Developed full-stack React+Flask app to display interactive crop visualizations and send data to customers via Twilio
- Improved performance of Mapbox GL JS and Plotly components to handle rendering 10M+ buds (2000x improvement)
- Interfaced with image capture and ML systems on NVIDIA Jetson to control ongoing scans and deliver real-time updates

**The MITRE Corporation**

McLean, VA

*Software Engineer Intern*

*June 2022 – August 2022*

- Wrote scripts to convert tabular event representations into human-readable format and training data for language models
- Normalized verbs by using clustering algorithms on word embeddings and wrote semantic classifier to detect occupations
- Automated event parsing of 1,500+ files and tabular data extraction from Neo4j graph database using Python and Bash

## LEADERSHIP & COMMUNITY INVOLVEMENT

**Cornell Bowers College of Computing** | *Undergraduate Teaching Assistant*

*January 2023 – Present*

- Grade assignments/exams, run recitations, hold office hours for Systems Programming, Algorithms (2x), Data Structures

**Cornell Data Science** | *Data Engineering Subteam Lead*

*October 2022 – Present*

- Maintain public Nuxt+Vue.js website, update member information and project demos, design and build new alumni page
- Served as tech lead for team of 7 developing iOS app to identify foods and analyze nutritional value from meal pictures
- Contributed to Networking/State modules of Distributed Game Server implementing Raft consensus algorithm in Rust

**Cornell Quant Fund** | *Software Engineering Subteam*

*September 2022 – Present*

- Rewrote Cornell Trading Competition backtesting engine to improve compatibility with varied stock price data formats
- Implemented Black-Scholes and binomial option pricing to win 1st place out of 35 teams in Cornell Trading Competition

## PROJECTS

**DSLabs** | Distributed Java key-value store using Paxos consensus protocol with support for sharding and reconfiguration

**got** | Version control tool in OCaml with support for staging/committing changes, reverting previous commits, branching

**brev** | Terminal text editor in C++ using piece table structure for string manipulation and ncurses to handle user input

**Sudoku Solver** | React/Flask/SQL app using optimized algorithm to solve puzzles 550x faster than simple backtracking by pruning search space with constraint propagation, forward-checking, caching, and most-constrained-value heuristic

## TECHNICAL SKILLS

**Languages:** Proficient: Python, Java, C/C++, TypeScript/JavaScript, OCaml, HTML/CSS; Familiar: Rust, SQL, Verilog

**Tools:** React, Node.js, Flask, CMake, OpenMP, UPC++, CUDA, AWS Lambda+S3, NumPy, Scikit-learn, Git, Linux