

# Aristotle Henderson

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## Education

### University of California, Los Angeles (UCLA)

*Expected Jun 2023*

- Bachelor of Science, Computer Science
- 3.96 GPA – Dean’s Honor List, member of Upsilon Pi Epsilon and Tau Beta Pi
- Coursework: Data Structures, Algorithms, Software Engineering, Operating Systems, Security, Graphics, Networks, Databases, Programming Languages, Compilers, Artificial Intelligence, Machine Learning, Computer Vision, Natural Language Processing

## Experience

### Meta (Facebook) – Software Engineer Intern

*Jun 2022 to Sep 2022 – Menlo Park, CA*

- Built new full-stack internal tool for Remote Presence infrastructure with Hack (PHP), GraphQL, Relay, React, Recoil
- Empowered engineers to visualize and debug RTC calling with a novel handling system for unlimited data sets and sources
- Independently extended and expanded scope of initial project to create cross-org opportunities for greater engineering efficiency
- Created full, prototyped design with Figma and led weekly meetings about features and strategy; spearheaded integration strategy with Remote Presence organization’s other teams to quickly implement faster development workflows

### Marvell – Software Engineer Intern

*Jun 2021 to Sep 2021 – Burlington, VT*

- Designed software that optimizes and analyzes critical components for ASIC AI accelerators and 5G networking products
- Engineered foundational improvements in chip power, performance, and yield by using Python, Pandas, Jupyter Notebook, and R Shiny to transform tens of thousands of semiconductor data collections and automate pivotal silicon design decisions
- Expanded sophisticated memory selection software with novel statistics-based features and optimizations using C#, .NET
- Created presentations, documentation, and diagrams for internal engineering use and demonstration to executive directors

### Naval Postgraduate School – Research Intern

*Jun 2018 to Jul 2018 – Monterey, CA*

- Guided team’s Android app creation, enabling interaction among defense experts; mentored by Dr. Edward B. Rockower
- Employed Firebase Authentication/Database/Storage, Android Studio, Java libraries to host Global ECCO’s strategy games and other media; allows gameplay between multiple devices with the use of many Android activities and fragments
- Spearheaded the development of an iOS application in Swift with a matching feature set and backend integration
- Authored technical reports and a research poster detailing the project’s findings and achievements; progress enabled by my work included in our OSD leadership sponsor’s 2018 Report to U.S. Congress

## Projects

### Upsilon Pi Epsilon at UCLA – Induction Director

*Jun 2021 to present – Los Angeles, CA*

- Manage events and communications for the next generation of UPE scholars in service of the UCLA CS community
- Oversee collaborations with other committee chairs to introduce new networking programs for active members

### UCLA DevX – Engineering Manager

*Oct 2020 to present – Los Angeles, CA*

- Lead software development for BruinBot, an agile robotic delivery project designed to help UCLA
- Architect database models and server routing for location and path orchestration by utilizing Node.js, Express, MongoDB, AWS
- Build a Python bot simulator for deployment with Kubernetes, Docker; designed for use with production hardware
- Implement innovative delivery mapping and bot GPS features for user-facing mobile app using React Native, TypeScript

### UCLA Scalable Analytics Institute – Undergraduate Researcher

*Jan 2020 to Nov 2021 – Los Angeles, CA*

- Pioneered work on a research project that automates and improves text identification with natural language processing (NLP)
- Utilized technologies like Python, PyTorch, and Docker to build novel tag generation machine learning (ML) algorithms
- Studied NLP academic papers and test existing supervised language models against large datasets to build upon existing neural network development; constructed ML data processing for ingestion of millions of textual data points with data mining

### Bruin Racing Baja – Project Engineer

*Sep 2019 to Mar 2022 – Los Angeles, CA*

- Created electronics to assist the data collection and driving of an advanced all-terrain vehicle built to compete in Baja SAE off-road competitions; worked with low-level control and interaction of vehicle’s subsystems
- Constructed a Raspberry Pi-based live data collection system that enables further analysis of vehicle behavior

## Skills

- Proficient using Python, C, C++, JavaScript, Bash, PHP; experience with C#, Java, Swift, R, HTML, CSS, Assembly, Haskell
- Experience using AWS, Firebase, Node.js; proficient with Xcode, Android Studio, React, React Native, Git, Adobe CC, databases
- Expertise in research, technical writing; skilled with distributed systems, object-oriented design, full-stack software development