

# HAZE BOOTH SOFTWARE ENGINEER

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in hazeb/  
🔗 hvze

## Education

School of the Future  
H.S Diploma 2018

## Skills

### SOFTWARE DEVELOPMENT

Rust  
Node  
Java  
React  
D  
Go  
Haskell  
Python  
Git  
C / C++  
HTML / CSS / JS

### SYSTEMS ADMINISTRATION

Server Management

### APPLICATIONS

Microsoft Office Suite (Word, Excel, Powerpoint)  
Google Docs  
Dropbox  
JetBrain's IDEs  
Cinema 4D  
Adobe Premiere  
Adobe Illustrator  
Adobe Photoshop

### WEB

Node Express Applications  
Flask Application Hosting  
Web Applications  
Website Maintenance  
Domain Management

## Work Experience

**YouMap, Inc.** New York, NY  
Backend Engineer Sept./2018 to Present  
Maintained and stabilized python API server for the front end IOS app.

**Trunk Digital** New York, NY  
Research Associate, Emerging Technologies  
Complete research on cryptocurrency and upcoming software solutions.

**Media Scheme** New York, NY  
Software Engineer 2012 to Present  
Created custom tools for media management

**Graphic Designer** New York, NY  
Created the logo, branding and website assets with a modern, minimalist feel. 2012 to Present

**All Star Code** New York, NY  
Teaching Fellow June/2016 to Aug./2016  
Created student worksheets, lesson plans, and slides focused on computer science subjects, such as Python, Arduino-C and HTML/CSS/JS.  
Assist teachers in a classroom of 20 high school students.

**Gerdau & Gerdau** New York, NY  
Lead Software Developer Aug./2017 to Nov./2017  
Maintained and created link between front-end and back-end for the StyleTransfer web application. Used a combination of sqlite, react, flask and custom C software.

## Projects

**Neobeam** Sept./2018 to Present  
Interpreted circuits using unicode characters, Interpreter and editor written in pure Go.

**pill** July/2017 to Present  
An interpreter for a toy programming language modeled after ASM/FASM written in Rust and intended to be easy for newcomers.

**Ill.fi** Jan./2017 to Present  
An invite-only file uploading service, complete with EXIF data stripping and multiple command line interfaces. Concise Go backend with robust React frontend.

**Mugi** Nov./2017 to Jan./2018  
*A compiler for a Brainf\*ck like language written in Haskell.*

**M-Lua-Rio** Aug./2016 to Aug./2016  
Plugin for the Snes9x-rr emulator to use genetic algorithms to teach itself how to play Super Mario World.

## Awards

**Clarifai - AI Hackathon Category Winner (New York, NY)** Aug./2016  
Plugin for the Snes9x-rr emulator to use genetic algorithms to teach itself how to play Super Mario World. (Category: Most Likely to Distract Humans from Inevitable Oncoming Danger)

**Disrupt NY - HackHarlem Hackathon 1st place (New York, NY)** Feb./2017  
Created a web app that curated community effort and events for the Harlem neighborhood.

**Qeyno Labs - MBK Hackathon 3rd place (Philadelphia, PA)** Oct./2014  
Created a web app to introduce ride sharing for parents and kids.

## Extracurricular Activities

**HB Tutoring - Tutor**  
Tutored a fourth grade student in common core math and ELA.

**MIT Codex Hackathon (Boston, MA) - Participant**  
Literary themed Hackathon hosted at the MIT Media Lab.  
Created the openDraft website to support a community of writers, editors, and publishers willing to collaborate on written pieces in the drafting stage.

**SAT 1600 Discord - Administrator** Present  
Moderate the community focused on achieving a perfect SAT score. Created applications and bots to assist with group studying and material and time management.

**Google Code Next - Intern and Maker in Residence** Present  
Work directly with program manager on independent projects using micro-controllers, Python and C.

**ICP - Intelligent Crazy People - Ambassador** Present  
Organized and attended meetings for the invite only "Worldwide geek network", usually comprised of PhD, post doctorate, and prestigious university students