Derek McCreight

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Seeking Full-Time Backend / Full-Stack Software Engineering roles. I have 3+ years of professional experience collectively at Triumph, Apple, Tesla, and Stanford, and have worked with the following: **Typescript, Javascript, Python, SQL, Java, C++, React**.

Education

- **Stanford University** 2016 - 2022
  MSc, BSc, Computer Science — 3.844 GPA *Stanford, CA*
  - Relevant Coursework: Convolutional Neural Networks, NLP with Deep Learning, Natural Language Understanding, Computer Organization and Systems, Programming Methodologies & Fundamentals

Work Experience

- **Triumph Labs, Inc.** April 2022 - June 2023
  Software Engineer *San Francisco, CA*
  - Implemented server infrastructure supporting Triumph's real-money gaming SDK, including user skill-based matchmaking, real-time developer analytics, player management, and a secure user transaction system.
  - Architected and implemented a scalable tournament infrastructure using Firestore, Google Cloud Platform, and a CI/CD pipeline, ensuring efficient handling of high-volume traffic and game play.
  - Developed a Developer Dashboard featuring real-time analytics powered by Google BigQuery, providing data-driven insights, API integration features, and player management tools.
  - Engineered a secure, auditable user transaction system with ACH and push-to-debit support for customer withdrawals, deposits, and tournament entries/rewards.
  - Technologies: Typescript, Javascript, GCP, Firestore, React, SQL
- **Apple, Inc.** June 2021 - September 2021
  Software Engineer Intern, Core Networking *Cupertino, CA*
  - Contributed directly on a multi-team effort in improving the robustness of WiFi Assist on current iOS devices.
  - Employed multi-armed bandits, a Reinforcement Learning algorithm to minimize key TCP network metrics negatively affecting WiFi Assist's effectiveness, such as network data stalls, as well as out-of-order and dropped network packets.
  - Technologies: C++, Reinforcement Learning, Swift
- **Tesla, Inc.** June 2020 - September 2020
  Software Engineer Intern, Mobile Engineering *Palo Alto, CA*
  - Implemented a redesign for the Tesla mobile app across multiple features, including the vehicle overview, valet mode, and vehicle status screens.
  - Designed app feedback pipeline for the Tesla V4 Mobile app for Android/iOS using React Native and Alamofire, as well as RTL language support for Hebrew and Arabic to support app internationalization and deployment in Hebrew and Arabic-speaking countries.
  - Technologies: React Native, Typescript, Swift
- **Stanford University** September 2020 - March 2022
  Probability for Computer Scientists Course Assistant & Section Leader *Stanford, CA*
  - Conducted bi-weekly sections for 50+ students on Probability Theory, Statistics, and ML, and contributed to course functions such as grading, office hours, and curriculum development.
  - Assisted in developing and supporting the course website and autograding software
  - Technologies: Python, Javascript, Typescript, Tensorflow
- **Apple, Inc.** June 2019 - September 2019
  Software Engineer Intern, Core Services *Cupertino, CA*
  - Created an Apple-internal macOS app to assist engineering teams with simplifying common bug screening workflows.
  - Demonstrated functionality to senior executives and successfully released for use by engineering & QA teams.
  - Technologies: Swift, Objective-C

Publications

- Benavidez, S., & McCreight, D. (2019). A deep learning approach for human activity recognition (time-series classification).