VINCENT A. ROBBINS

 Los Angeles, CA   github.com/VRobbins

 vincevr.40@gmail.com   linkedin.com/in/vincent-robbins

Work Experience

Software Engineer I
March 2022 - Present

Edgio

- Added region geolocation to the CDN's core Web Application Firewall (WAF), allowing customers to create region-based rules and comply with US sanctions in Ukraine
- Optimized WAF Access Control List, increasing processing speed 35% and capacity 10x
- Created distributed machine learning pipeline to detect bot traffic, reducing data preprocessing time from 11 hours to 15 minutes for 10 billion logs per day
- Secured customer APIs by implementing configurable *JSON Schema* Validation + Rules
- Launched REST API for customers to manage *JSON Schema* rules which propagate to 200,000+ edge servers in less than 60s

Skills

- *Programming Languages: Python, C/C++, SQL, Java*
- *Tools: Linux, Git, Docker, Clickhouse, Kubernetes, Apache Spark, Apache Airflow*
- *Methodologies: Object-Oriented Programming, Distributed Computing, Test-Driven Development, CI/CD, REST, Agile, Scrum*

Education

B.S. Mathematics, Computing Specialization
June 2016 - June 2020

University of California, Los Angeles

- Relevant Coursework: Advanced Programming with C++, Algorithms, Numerical Methods, Statistics, Linear Algebra, Discrete Structures, Mathematical Logic

Projects

Connect-4 AI and GUI
December 2021 - January 2022

- Implemented adaptive GUI with adjustable board dimensions in Java using the Swing Framework
- Created AI with adjustable difficulty using Minimax Algorithm with Alpha-Beta Pruning and win-rate of 99.983% against a Random AI

Video Game: Alien Invasion
January 2020 - April 2020

- Led group of 4 to create a sidescroller in C++ using Qt with 3 levels and a final boss
- Centralized the game clock, allowing for a 2x increase in on-screen objects

Languages

- English
- German