


# Grayson Pike

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## EDUCATION

University of Texas  
at Austin

BS in Computer Science  
Expected Jun 2021 | Austin, TX  
Conc. in Cyber Security  
College of Natural Science  
Cum. GPA: 3.36

Johnson H.S.

Grad. May 2017 | San Antonio, Texas  
Graduated in Top 5th Percent of Class

## PROGRAMMING

Very Experienced With

- Python
- C
- C++
- Java
- Git
- Bash
- Django
- HTML/CSS
- Linux

Familiar With

- JavaScript
- Arduino
- UEFI Firmware
- Angular
- $\LaTeX$
- IntelliJ IDEA

## COURSEWORK

Data Structures  
Discrete Math for CS  
Statistics and Probability  
Computer Architecture  
Ethics in Computer Science  
Operating Systems  
Cyber-Physical Systems

## ORGANIZATIONS

Texas Blockchain  
Developer

Central Texas Model United Nations  
Webmaster

## EXPERIENCE

**McKinsey & Company** | Technology Consultant Intern  
Prospective - Summer of 2019

- Will join summer of 2019 at the New York office as a consultant intern.

**Blackbaud Inc.** | Software Development Intern  
Summer of 2018

- Developed **Java Spring Microservices** and **Angular SPAs** in **JavaScript** for a web application used by thousands of non-profits around the globe
- Leveraged **Microsoft Azure** for event ingestion and **MongoDB** storage to build scalable services that handle millions of events per second
- Contributed as a member of an **Agile team**, participating in Sprint planning and **pair programming**

**Def-Logix Inc.** | Cyber Security Software Development Intern  
3 Internships - Summers of 2015-17

- Worked in an **Agile** team to create a Firmware Security Application and Vulnerability Management System
- Created **C and C++** security programs leveraging the **Windows API**
- Used **Python** to create a **RESTful API** for firmware clients
- Designed and implemented a monitoring interface employing **React**

## PROJECTS

**Interactive Fundraising Platform** | 1<sup>st</sup> Place at Blackbaud Hackathon  
Aug 2018

- **Led a hackathon team** of 8 employees to create a software platform for running Interactive Fundraisers using **Java Spring** and **Javascript**.
- **Designed and gave a presentation** at a company-wide meeting
- Voted **Best Project out of 65 teams** and awarded a trip to a national conference.

**Facial Recognition with IoT Devices** | For Use in Home Automation  
Jan 2018

- Leveraged the **OpenCV** library with **C++** to recognize faces on a **Raspberry Pi**
- Used facial recognition to **unlock doors**, customize preferences, and other **home automation tasks**. Available on GitHub.

**Research with Natural Language Processing** | Available on  GitHub  
Oct 2017 - Present

- Wrote natural language processing scripts in **Python** with the **NLTK** library.
- Programmatically identified differences in translations of Homer's Iliad.

**Open Source SDL2 Game Engine** | Available on  GitHub  
Jul 2017

- Built a custom game engine in **C++** using the **SDL2** graphics framework.
- Implemented collision detection, input handling, audio, and event queue.
- Created a demonstrative 2-player space combat game with physics.