

# Edgar Baudry

[edgar.baudry@gmail.com](mailto:edgar.baudry@gmail.com) - [edgarbaudry.dev](http://edgarbaudry.dev) - Los Angeles, CA

Software Developer. Fluent in English and French. Proficient in: Java, Spring Boot, SQL, NoSQL, React, NodeJS, Prometheus, Grafana, JWT, C, C++, python, Unit Testing, CI/CD, Scrum, C#, Game Dev, Websockets, ML, AI, LLMs, ElectronJS, Javascript, NGINX, Linux, Docker, Jenkins, GCP, AWS, Azure, Tensorflow

## Experience

### Activision · Research Assistant Engineering

Nov 2022 - Present

- Maintain and Develop Features for Large Scale Backend Applications and Databases
- Optimized CI/CD Pipeline for Team and Load Monitoring for Stakeholders with Jenkins and Prometheus
- Created Unit Tests and Integration Tests, and Identified and Fixed Error Reports

### Activision · Software Engineering Intern

Jun 2022 - Sep 2022

- Researched and Built POCs using ML to Improve the User Experience and Automate Quality Assurance
- Built and Distributed Backend Applications using Java Spring Framework, Docker, and GCP
- Maintained and Optimized Large Databases with SQL and Redis

### Santa Monica College · Supplemental Instructor

Aug 2021 - Jun 2022

- Facilitated out-of-class group study sessions resulting in a 30% increase in test scores.
- Created engaging activities to assist learning development.
- Managed course content and post announcements to engage students and keep them current.

### MoodMe · AI/Software Engineering Intern

May 2021 - Sep 2021

- Design and build interactive facial recognition, background removal, and hand pose detection apps.
- Used REACT, TensorFlow, OpenCV, and FastAPI to program AI-based computer vision for the web.
- Presented the applications to potential investors and uploaded them on the website: mood-me.com

## Projects

### Self-Hosted Website · [edgarbaudry.dev](http://edgarbaudry.dev)

I self-hosted my personal website on a Linux machine · NGINX, Linux, DNS, Reverse Proxy, Port Forwarding

### Pixel-War · [pixel.edgarbaudry.dev](http://pixel.edgarbaudry.dev)

Multiplayer Pixel Painting Game · ReactJS, Spring Boot, Java, PostgreSQL, Websockets, CORS filter

### Hand Gesture Recognition · [hand.edgarbaudry.dev](http://hand.edgarbaudry.dev)

Extract hand gestures from video feed · ReactJS, Machine Learning, TensorFlow

### Portal Web Demo · [portal.edgarbaudry.dev](http://portal.edgarbaudry.dev)

Web demo of computer game "Portal" · JavaScript, Tinygraphics.js, lots of Matrix and Vector Math

### Denote · [edgarbaudry.dev/projects](https://edgarbaudry.dev/projects)

A full-stack text editor with AI features · ElectronJS, React, NodeJs, MongoDB, LLMs, Prompt Engineering

### Skill-Swipe · [edgarbaudry.dev/projects](https://edgarbaudry.dev/projects)

A full-stack "Tinder for Work" mobile app · React Native, NodeJS, NodeMailer, WebSockets, JSON Web Tokens, MongoDB

## Education

### UCLA · Bachelor's degree, Computer Science, 3.55 GPA

Aug 2022 - Jun 2024

Activities: Association for Computing Machinery, LA Hacks, Dean's Honor List

### Santa Monica College · Associate's degree, Computer Science, 4.0 GPA

Aug 2020 - Jun 2022

Activities: Scholar's Program, Game Development Club