

David Cabatingan

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SKILLS

- **Skills:** Adaptability, leadership, conflict remediation, mentoring, and effective communication.
- **Programming Languages:** Java, Python, C, MATLAB, R
- **Technical Skills:** object-oriented design, algorithms, data structures, data analysis, systems design

WORK EXPERIENCE

Facebook, Inc.

May 2020 – August 2020

Software Engineering Intern

Menlo Park, CA

- Improved performance of Instagram's video infrastructure by working with Instagram Core Media Infrastructure team to develop and implement a new video delivery strategy.
- Used A/B testing infrastructure to iterate on work to further improve performance.

The MathWorks, Inc.

May 2019 – August 2019

Engineering Development Group Intern

Natick, MA

- Improved MATLAB's Predictive Maintenance Toolbox, applying machine learning and statistics to machinery and equipment health monitoring.
- Worked with the Design Optimization and Identification team to assist in the implementation of a new backend variable information system for an upcoming release product.
- Participated in agile software development with a team of full-time engineers.

Brown U. Department of Computer Science

May 2018 – May 2020

Teaching Assistant

Providence, RI

- Worked as a teaching assistant for:
 - *CSCI 0150: Intro to Object-Oriented Programming (Fall 2018)*
 - *CSCI 0220: Discrete Structures and Probability (Spring 2019)*
 - *CSCI 0100: Data Fluency for All (Fall 2019)*
 - *CSCI 1950Y: Logic for Systems (Spring 2020)*
- Held weekly office hours to help students solve problems and review material.
- Worked to develop and grade problem sets and assignments.

EDUCATION

Brown University

In progress (May 2021)

ScB in Math - Computer Science

Providence, RI

- Relevant computer science coursework:
 - Object-Oriented Programming, Data Structures and Algorithms, Computer Systems, Data Science, Logic for Systems, Deep Learning, Programming Languages, Reinforcement Learning
- Relevant mathematics coursework:
 - Multivariate Calculus, Linear Algebra, Probability and Statistics, Abstract Algebra

PROJECTS

- **Shell (C):** Implemented a fully functioning shell program for Linux systems.
- **Othello (Java):** Designed and implemented the board game Othello, with AI opponent using minimax search.
- **Get Ready for Baby (Python):** Investigated trends and sentiments in baby name data. See more on website.