

Triston J Babers

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SUMMARY

Excels at working on complex systems with skills honed through working on many diverse applications. Methodically strives for efficient and maintainable software solutions that eliminate technical debt.

EDUCATION

University of California San Diego, La Jolla, CA
B.S., Computer Engineering

Expected June 2024

TECHNICAL SKILLS

Languages: C, C++, Cuda, SystemVerilog, HTML5, Javascript, CSS, SQL, Python, Java, Bash

Tools: SSH, GDB, Docker, Junit, Jest, Valgrind, ModelSim, Intel Quartus, CI/CD, Node.js

EXTRACURRICULAR ACTIVITIES

Student Cluster Competition 23

- Competed as a member of the UCSD Travel Team which achieved 3rd place overall.
 - Optimized High-Performance Linpack for a multi-node, multi-GPU supercomputing cluster with 3 nodes and 9 AMD Instinct 200 GPUs.
 - Diagnosed and debugged problems with the supercomputer in order to achieve efficient runtimes.
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PROJECTS

Relational SQL Database

- Created a relational SQL database in C++ capable of creating new databases, tables, schemas, and rows; as well as selecting, updating, and joining existing rows within the database.
- Developed a flexible system that maximizes code reuse, and allows for different ways of viewing the output displayed by a command in adherence to the MVC design pattern.

FPGA Converter

github.com/TristonBabers/Floating-Point-Convertor

- Designed a display and converter of an IEEE-754 floating-point number into standard base 10 decimal representation in SystemVerilog
- Enabled flexible functionality for the 7-segment display to change the precision of how many digits are displayed after the decimal point.

Recipe Manager App

github.com/TristonBabers/cse110-sp21-group36

- Lead a team as team manager for 10 weeks planning, developing, and testing a CRUD application in accordance with Agile methodology.
 - Responsible for coordinating the weekly sprint objectives between team members, and performed code reviews for pull requests.
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