

# Allan Genari Gaarden

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Master's candidate in Computer Science at University of Copenhagen with 1 year backend engineering experience at Disney Streaming and 6+ frontend/full-stack projects. Proven track record optimizing AWS workflows (74% cost reduction) and building high-scale services for 235M subscribers. Seeking Frontend or Full-Stack role.

## Technical Skills

- **Languages:** Python, Java, C, C#, C++, Rust, Erlang, Haskell, Assembler
- **Cloud & DevOps:** AWS (Lambda, CloudFormation, Kinesis, X-Ray), Terraform, Jenkins
- **Frameworks & Tools:** React, Kivy, PyQt6, OpenCV, Git/GitHub, Datadog, PagerDuty, Postman
- **Databases:** SQL, S3, DynamoDB

## Work

### Disney Streaming

October 2022 – July 2023

#### Software Engineer

- Backend Software Engineer on Disney Streaming's Core Messaging team
- Utilized serverless workflow with AWS, including services such as Lambda, CloudWatch, CloudFormation, Kinesis, S3, S3 Select, X-Ray, and Mailbox Simulator
- Utilized a host of 3<sup>rd</sup> party technologies for various uses. Some of these technologies include Datadog, Terraform, PagerDuty, Postman, Jenkins, GitHub, Artifactory, Maven/Gradle, and Mockito
- Implemented changes in logging, reducing costs by 74% (resulting in savings of +\$2,430/month)
- As part of the core messaging team, the services we worked on impacted 235M subscribers/month between Disney+, Hulu, and ESPN+ alone (2023)

### Microsoft

July 2022 – October 2022

#### Lab Test Engineer

- Tested Microsoft Teams and Skype software features on a multitude of platforms, including Windows, Mac, iOS, and Android
- Provided bug/status reports for test scenarios
- Troubleshoot hardware and software issues
- Services impacted a combined 570M users/month between Teams and Skype (2022)

### University of Washington

September 2021 – December 2021

#### Computer Science Tutor

- Tutored peer college students in Computer Science and Math
- Developed students' problem-solving abilities and mentored new tutors

- Tutored several languages, mainly C++ and Java
- 106 total sessions Fall Quarter: 82 CSS sessions | 24 math sessions

## Education

### University of Copenhagen (Master's)

August 2023 – PRESENT

- Majoring in Computer Science

### University of Washington (Bachelor's)

September 2018 – June 2022

- Majored in Computer Science and Software Engineering
- Minored in Economics
- Annual Dean's list all four years
- Graduated Magna Cum Laude (top 3.5%)

## Projects

### Arbitrage Bot (Python, React, Rust)

- Real-time cryptocurrency arbitrage bot monitoring Uniswap V3, SushiSwap, Aerodrome, and Balancer V2 on Base network
- Features safety controls, flash loan support, and cross-platform desktop graphical user interface (GUI)
- [[GitHub – Arbitrage Bot](#)]

### Machine Learning Defense Recommender Tool (Python, Kivy)

- Provides a GUI enabling users to receive recommendations to improve their machine learning model's resistance to attacks
- Autosuggest text to user as they are interacting with the interface
- [[GitHub – Recommender Tool](#)] · [[Project Overview](#)]

### Recognition and Conversion of Hand-Drawn ER Diagrams (C++, OpenCV)

- Recognizes and labels different entity types in a hand-drawn entity relationship diagram
- [[GitHub – Hand-Drawn Diagrams](#)] · [[Project Overview](#)]

### Overwatch Hero Companion - (C#, XAML) (Java, XML)

- Offers tips and tricks for heroes from the videogame Overwatch
- App published to the Microsoft Store (9/9/2016) and Google Play Store (1/7/2021)
- 60K+ installs with 3.9★ rating
- [[GitHub - Windows \(desktop\) version](#)] · [[GitHub - Android \(mobile\) version](#)]