Jeffrey A. Booher-Kaeding

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kaeding.io

Education:

Sonoma State University, Rohnert Park, CA **Expected graduation: Dec 2018**

Bachelor of Science in Computer Science GPA 3.2

Projects:

- Designed and implemented Intel RAPL inspired power cap algorithm on ARM architecture, designed around maximization of performance under a strict user defineable power cap
- Awarded grant of $1,000 for Undergraduate research in ARM heterogeneous implementation and characterization of its performance in parallel computing
- Developed code for a biometric bike lock prototype that took 2nd place at the North Bay Make-A-Thon using Arduino C/C++ and third party hardware/supporting libraries
- Created GUI and game logic for a Settlers of Catan based board game on Android
- Built and maintain my personal website from scratch utilizing Apache, Flask, CSS and Javascript

Skills:

- **Programing Languages:** C++, C, Python, R, MATLAB, Java, Arduino, Assembly
- **Tools:** Unix/Linux, Vim, GDB/LLDB, Git, JetBrains IDE's, Apache

Employment:

Lawrence Livermore National Laboratory ***Livermore, CA***

Computation Student Intern under Dr. Barry Rountree May 2018 - Present

Conducting research and developing software focused on power awareness in for high performance computing applications on up and coming processor arictuecutes.

Sonoma State University ***Rohnert Park, CA***

Assistant System Administrator August 2017 - May 2018

Installed and configured software stacks for educational environments including neural network frameworks GPU based backend, managed and updated Windows, Linux and MacOS computers.

Community Service Advisor August 2015 - May 2016

Supervised students in on campus housing. Developed and implemented social programs for students. Worked on-call to responded to crisis with a team of my peers.

Computer Lab Assistant January 2015- May 2015

Maintained a custom key card login system. Identified/solved software and hardware issues.

Internship with Department of Engineering Science January 2015 - May 2015

Built sensor based embedded system prototypes for maintaining washing machines in campus residential halls and developed software for user and system interaction.