

Damon A. Doucet

MIT Computer Science 2016

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Selected Coursework

Performance Engineering, Advanced Performance Eng for Multicore Applications, Operating System Engineering, Distributed Systems Engineering, Computer System Engineering, Signals and Systems, Design and Analysis of Algorithms, Software Studio, Computation Structures (building a CPU), Game Design, Economic Applications of Game Theory, Communicating with Mobile Technology

Selected Professional Experience

Benchling – Software Developer Intern, Summer 2015

- Added placeholder support for uploading files (rather than blocking the entire UI during upload)
- Created analytics infrastructure for dashboards and ad-hoc queries across multiple deployments

Dropbox – Carousel Software Developer Intern, Summer 2014

- Dealt with highly concurrent C++ as shared code for Android and iOS
- Rearchitected thumbnail prefetcher to download larger thumbs for larger UI images
- Created system for separate modules to request thumbnails to be prefetched
- Designed eviction policy for thumbnail cache

Khan Academy – Growth Software Developer Intern, Summer 2013

Selected Final Projects

Fault-Tolerant Screen-Sharing Distribution – Distributed System Engineering (<http://git.io/vkRQe>)

- Created an application for fault-tolerant decentralized screen sharing
- Architected for multiple distribution protocols and performance testing

Process Migration in JOS – Operating System Engineering

- Serialize and send a running process over the network to another running instance of JOS
- Elegant library and system call interface for sending a process and its dependent processes

Selected Personal Programming

Colosseum – Xbox 360 2D 1v1 Platformer video game (<http://youtu.be/8JP3MDYp2rc>)

Kinect App – particles form any string, follow user's hands via Kinect (<http://youtu.be/beqNuHJg0Xs>)

Selected Teaching

Fall 2014 – Teaching Assistant for 6.172 (Performance Engineering).

November 2012, 2013, 2014 – Taught 2-hour classes on hacking Windows games using Assembly