

CYRUS FRESHMAN • PROVIDENCE, RI • [CYRUS@FRESHMAN.DEV](mailto:CYRUS@FRESHMAN.DEV)

## WORK EXPERIENCE

FRESHMAN.DEV LLC • PROVIDENCE, RI

Owner / Software Engineer

April 2022–Present

Accepted into startup incubator [RIHub](#). Various projects, for example:

- [logcal.app](#): a social diary!
- [wordbase](#): remake of discontinued word game, support for 5 user-requested languages
- [wordle bot leaderboard](#): main global leaderboard for Wordle solvers, 300+ submissions

TRILOGY • AUSTIN, TX (REMOTE)

AI Fellow

April 2025–June 2025

Part of an experimental team building a collection of AI-enabled educational software

Conceived of and built [GradeWiki](#), grade-level views of Wikipedia

Ideological mismatch (they support private education over public) and quickly left company

MEADOWBROOK DAY CAMP • WESTON, MA

Makerspace Specialist

Summer 2024

AMAZON ROBOTICS • PATH PLANNING TEAM • WESTBOROUGH, MA

Software Engineer

September 2019–April 2022

Developed new path planning algorithm and API for autonomous warehouse vehicles ([demo](#))

Optimized tier-1 data pipeline ecosystem to improve scaling of accessor API by 1500%

Designed internal alarming library used across adjacent teams

Simplified management of client throttling system and collaborated on new self-service workflow

Earned the highest performance category each year and left after 2.5 years to start own company

MATHWORKS • DATA TOOLS & GRAPHICS TEAMS • NATICK, MA

Software Engineering Intern

Summers 2016–2018

Developed full-stack feature for MATLAB Online's Import Tool

Implemented several UI elements for MATLAB's Property Inspector, including colormap ([detail](#))

Created performance test/report to track progress on MATLAB Online graphics optimization

## EDUCATION

UNIVERSITY OF MASSACHUSETTS, AMHERST • AMHERST, MA

3.91

Bachelor of Science in Computer Science

September 2015–May 2019

589 Machine Learning – 514 Data Science – 583 Game Programming – 383 Artificial Intelligence

403 Robotics – 326 Web Programming – 611 Advanced Algorithms – MATH MVMCalc LinAlg DiffEq

Semester Abroad at The University of Auckland

Spring 2018

Earned 8.25/8.0 semester GPA

473 Computer Graphics – 451 Database Systems – 445 Human-Computer Interaction

## OTHER PROJECTS & ROLES

Gauntlet AI

2025

Intensive expenses-paid 12-week AI training program ([link](#))

Placed me into Trilogy

3D Game Development in Unity

2019

Designed rally-car couch game with Nintendo Joy-Cons for player input ([link](#))

Team Lead, Competitive Programming Interest Group

2017

Qualified at BOSPPE Preliminary as first-time ICPC competitor ([scores](#))

Achieved 6th place of 17 in the 2017 Northeast North America (eg MIT) Regional Contest ([scores](#))

## PROGRAMMING LANGUAGES, STACKS, TECHNOLOGIES & METHODOLOGIES

Java, JavaScript/TypeScript, Python, C/C++, Kotlin, Ruby, C#, MATLAB, HTML/CSS

MERN stack (MongoDB, ExpressJS, ReactJS, NodeJS), SQL, Redis

Chrome DevTools, Git, Unix shell, AWS, REST APIs, Service-Oriented Architecture, Agile