

QUENTIN BORDELON

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EDUCATION

Louisiana State University

Bachelor of Science in Computer Science and Physics

Baton Rouge, LA

Aug. 2025 — May 2029

EXPERIENCE

Implementation Consultant Intern

FAST Enterprises

May 2026 — August 2026

Springfield, IL

- Configured, tested, and deployed software solutions for government agency clients, tailoring core system workflows to meet specific regulatory requirements and operational needs.
- Supported an active rollout on the production support team, maintaining the GenTax environment to minimize errors for user facing services.
- Architected and optimized complex SQL queries across 1M+ row taxpayer tables to ensure seamless integration and functionality across various tax subsystems.
- Engineered custom features and modernized legacy codebases by rewriting core VB.NET services into high performance C#, improving maintainability and system execution speed across enterprise modules.

INVOLVEMENT

Webmaster — Google Developers Student Club

Louisiana State University

August 2025 — Present

Baton Rouge, LA

- Engineered and maintained full-stack web applications for a community of 100+ members, automating event checkins and member tracking across 20+ technical workshops and events.
- Co-organized campus wide hackathons in partnership with organizations like SASE, leading event logistics, venue scheduling, and developer marketing for 100+ student attendees.
- Mentored and collaborated with CS students to build proficiency in modern developer tools, frameworks, and Google technologies through hands on technical sessions and project guidance.

PROJECTS

Ave Research — Python, Numpy, Scipy

March 2026 — May 2026

- Designed an API ingestion layer handling rate limiting, pagination, and chunked persistence for a 600k+ record dataset, reducing memory footprint via streaming writes to disk.
- Modeled population density from raw WorldPop raster data to classify 600k+ geospatial points as urban/nonurban, deriving a latitude adjusted area correction (spherical trigonometry) to normalize pixel level density across the globe.
- Applied hypothesis testing (chi squared) and regression to a 600k observation dataset to statistically isolate urbanization effects by taxon, controlling for sampling bias in citizen science data.
- Designed a modular data pipeline (acquisition, geospatial processing, statistical analysis) in Python, decoupling stages via intermediate Parquet/JSON artifacts to support independent testing and reruns.

PrintIt — Java, Apache Maven, JavaFX

- Architected a JavaFX desktop app that cut label printing time by 50% for an active retail business, replacing manual filesystem searches with a searchable, categorized SQLite backed label catalog.
- Designed an intuitive, low friction UI for non technical retail staff, using a multipane layout (category list, searchable label list, tabbed sidebar) and a consistent label card visual design so users could find and print labels easily.
- Designed a cross platform CI/CD release pipeline in GitHub Actions to ensure consistent, reproducible builds for clients across operating systems, removing manual packaging steps that were error prone and OS dependent.

TECHNICAL SKILLS

Languages: C++, Python, Java, Rust, SQL (SQL Server), C#, JavaScript/Typescript, HTML/CSS, Go, Lua

Frameworks: Svelte, Node.js, React, Three.js, Firebase

Developer Tools: Git, Bash, Powershell, Docker, Unix, Tmux, zsh

Libraries: Pytorch, NumPy, PyQt6, Matplotlib