

AUSTIN G. GODFREY

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SKILLS

Programming	JavaScript • Python • Java • C# • C++ • Kotlin
Web & Database	HTML • CSS • MongoDB • MySQL
Frameworks	ReactJS • Express.js • Bootstrap
Tech	GitHub • Visual Studio • VS Code • Qt • Postman
Other	Data Structures • Design Principles • Debugging • Agile • Scrum • MVC • OOP

EDUCATION

BS in Software Development – GPA: 3.8

University of Utah

December 2024

- Relevant Coursework: OOP, Data Structures and Algorithms, Software Practice 1 and 2, Mobile App Programming, Introduction to Computer Security, Data Wrangling, Data Analysis, Algorithms, Web Development 1 and 2 (in progress), Machine Learning (in progress), Databases (in progress)

RECENT PROJECTS

DevExpo

July 2023 – Present

Website to display developer portfolios and find others based on skills/projects/interests. Personal project

- Design intuitive interfaces for quick people searching and easy portfolio creation
- Integrate the **OpenAI** (ChatGPT) API to recommend portfolio skills and project types
- Use React to compartmentalize code for reuse, and utilize its built in routing
- Employ clean **MVC** architecture; separating routes, controllers, and database object models
- Using: HTML, CSS, ReactJS, Express.js, MongoDB, AWS

Online Reptile Marketplace

April 2023 – June 2023

A CRUD web application for buying and selling reptiles. Personal project

- Created a user-friendly web application allowing users to upload images, set prices, provide descriptions, and more
- Implemented a **REST API** to handle essential CRUD functions, ensuring secure and efficient data management
- Utilized Postman for thorough testing of **CRUD** API endpoints to guarantee reliability and functionality
- Used: HTML, CSS, JS, Express.js, MongoDB, Cloudinary

Lifestyle Mobile App

January 2023 – April 2023

Android app designed to help people manage their daily lives. Focuses on health and daily well-being. University group project

- Acted as **project lead**. Organized meetings, delegated tasks and set weekly goals to ensure efficient progress
- Programmed the app using **Kotlin** to calculate BMR based on activity level, show current weather, and find hikes based on user location
- Implemented **fragments** to compartmentalize different app functionalities, enhancing code modularity
- Managed user authentication and information between activities using **Room Database**, allowing for seamless data persistence and secure storage of user information

Logic Circuit Game

October 2022 – December 2022

*An interactive education **C program** teaching the user about logic gates through a tutorial, levels, and sandbox mode. Group project*

- Worked with team of 5 other students using the **Agile development** approach, held daily **Scrum** meetings
- Debugged an issue drawing/redrawing connections between gates upon being moved by simplifying class hierarchy
- Earned a perfect grade of **100/100** points

WORK

IT Support Technician

August 2023 – February 2024

- Identify, **research**, and document troubleshooting steps to resolve user issues
- Coordinate with multiple teams to ensure correct and timely problem resolutions
- Address user inquiries via the phone or **ServiceNow** tickets