220 Dunseith Street, Pittsburgh PA 15213

# Elijah Kajinic

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## **WORK HISTORY**

Software Engineer, Intern Honeywell Summer 2019

**Honeywell Voice Solutions** (Pittsburgh, PA)

- Developed data conversion tool in Python to reduce data required for an automated test by 50%.
- Implemented REST API in Python to communicate with company lab devices in order to enhance Javascript-based company web portal by displaying real-time device data.
- Integrated JIRA API with company web portal resulting in reduced time to find open issues with the company product.

Tutor August 2018 – May 2019

**Data Structures** (University of Pittsburgh)

- Taught various data structures and algorithms concepts in Java.
- Broke down complex topics such as heaps, hashmaps, objects, object-oriented design, recursion, and bit manipulation into easy to understand lessons.

#### **EDUCATION**

University of Pittsburgh

B.S. in Computer Science

August 2017 – May 2021

GPA: 3.9

#### **C**OURSEWORK

- Introduction to Cloud Computing
- Data Structures
- Intermediate Programming Using Java
- Software Quality Assurance
- Computer Organization and Assembly

- Algorithm Implementation
- Introduction to Operating Systems
- Introduction to Systems Software
- Discrete Structures for Computer Science
- Formal Methods in Computer Science

# **TECHNICAL EXPERIENCE**

**Personal Website:** https://elk75.github.io/portfolio (for more projects and relevant information) **Projects** 

• Partify Javascript, React

partify-us.com

- Worked in a team of two to build a website that used the Spotify API to scrape data of multiple users and create a shared playlist catering to everyone's taste.
- Cryptocurrency Tracker Javascript, Express, React, Redux, Node.js github.com/ELK75/Crypto\_Tracker Built an online application to graphically display real-time prices and trends of over 3000 cryptocurrencies through various calls to the CryptoCompare API.
- YelpCamp Javascript, MongoDB, Express, Node.js, Passport
   Greated a full-stack website with full CRUD capabilities where users could post campsites with descriptions and comments.
- SteelCity Hackathon Python github.com/ELK75/rocket\_game Worked in a team of 4 to create a Python game which used realistic physics models in order simulate a rocket.

## **Languages and Technologies**

- Languages: Python, Java, Javascript, C, HTML/CSS
- Frameworks / Tools: React, Redux, Node.js, Git, Jira, Bootstrap, Docker, Selenium, Perforce, AJAX