

SALEM BAGNIED

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EDUCATION

University of Virginia, B.A. Computer Science

Aug 2022 — May 2026

- Minor: Technology Entrepreneurship (McIntire)
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EXPERIENCE

Software Developer – Medical Research Group (Caretaker Medical Partner)

Mar 2025 – Present

- Sole developer of a React Native wellness app that connects via Bluetooth to a thumb-worn medical device, parsing CSV files into real-time HRV and vital sign visualizations.
- Built features for guided breathing exercises, data analytics, and AI-driven insights to support stress management and medical research.

Academic Ambassador – University of Virginia

Jul 2024 – Present

- Led daily operations at George's Student Center and orientation programs for 10,000+ incoming students.
- Provided mentorship and peer advising in Computer Science and McIntire pathways, coordinating with deans, faculty, and partner offices.
- Oversaw reservations, event logistics, and student engagement initiatives, ensuring smooth experiences for students and staff.

Facility Supervisor, North Grounds Recreation Center

May 2024 — Present

- Supervised 50+ student employees, maintaining safety and facility standards.
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PROJECTS

Wellness Application | React Native, JavaScript

- Developed mobile wellness app for medical research integrating proprietary cardiovascular monitoring devices.
- Implemented HRV analysis (RMSSD, SDNN, pNN50, Poincaré plots) and real-time CSV parsing for IBI data.
- Built interactive visualizations (scatter plots, histograms, frequency domain) and guided breathing modules.

Course Review System | Java, JavaFX, Hibernate, SQLite

- Developed a full-stack desktop CRUD application for UVA course reviews as a capstone project.
- Built login, review, and feedback features with persistent storage in SQLite and a JSON data layer.
- Applied MVC and DAO design patterns and collaborated in a 4-person team using Git and agile workflows.

UVA Bus Routes Database | Java, SQLite, JSON

- Parsed real-time UVA bus route data from JSON APIs into Java objects.
- Designed and queried an SQLite database using JDBC to store and manage bus stops, lines, and routes.

Wordle | Java, JUnit5, Gradle

- Led a team in developing and testing a Java-based Wordle game using Test-Driven Development.
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SKILLS

Languages: Python, Java, R, HTML, CSS, JavaScript

Frameworks & Libraries: React Native, Expo CLI, Node.js

Tools & Technologies: Git, GitHub, SQLite, JSON, Gradle, Markdown

Environments: Linux, Visual Studio Code, IntelliJ IDEA, PyCharm