John Doe

EDUCATION

x University   Sept. 2021 - April 2025 (Expected)
Bachelor of Arts in Computer Science, Minor in Statistics

EXPERIENCE

Software Developer Intern   Sept. 2023 - April. 2024
x
- Designed and implemented scalable cloud infrastructure using **Terraform**, leveraging **Amazon S3** for efficient storage of automated testing dashboards hosted on **Cloudfront**.
- Leveraged **GitHub Actions** to develop a real-time dashboard, providing comprehensive insights into the outcomes of tests conducted within the last 30 days, allowing teams to tailor it to their own projects requirements
- Utilized **Playwright** to write automated end-to-end tests that covered critical user journeys and functionality of web applications

Full Stack Developer - Website Lead   June 2023 - Dec. 2023
x
- Led a team of 7 members in developing a full-stack application for the Hackathon allowing the website to have a streamlined registration process while simultaneously providing an interactive platform for participants to view and join different teams
- Did code reviews on peer's work to ensure quality of the code
- Scheduled team meetings to ensure issue resolution, project tracking and to improve team chemistry

PROJECTS

Emotion playlist generator | *Flask, React, TailwindCSS, Python NLTK, Spotify API*
- Built a web application that generates a music playlist based on emotions obtained from user input
- Used a natural language processing library to map text input to emotions for a customized experience
- Used the Spotify API to obtain playlists by giving it the extracted emotions

Discussion Forum | *React, MaterialUI, Node.js, Express.js, MongoDB*
- Built as part of Morgan Stanley's Code to Give Hackathon in collaboration with 7 people
- Built a modern and responsive full-stack web application that encourages youth from all around the world to share challenges and ideas

Online Grocery Store: | *PHP, MySQL, HTML, Bootstrap, JavaScript*
- Implemented the entire login system to allow CRUD operations on the user list and database
- Developed a frontend application through industry standard tools including Bootstrap, HTML and custom CSS styling

EXTRACURRICULARS

University GameDev Club   Sep. 2022 - Present
x University
- Participation in game development boot camps aiming to teach newer and more advanced developers
- Helped organize a GameJam, a game development competition with more than a hundred participants

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, HTML/CSS, OCaml, TypeScript, JavaScript
Frameworks: React, Next.js, Node.js, Flask, Material-UI, Bootstrap, TailwindCSS, Express.js, Playwright
Developer Tools: Git, Bash, Github, Docker, GitHub Actions, Terraform
Skills: Communication, Multi-tasking, Adaptibility, Teamwork

RELEVANT COURSEWORK

Data Structures and Algorithms, Algorithm Design, Software Design, Programming Languages and Paradigms