Derek R. Argueta

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Education

Brigham Young University – Provo   April 2017
Bachelor of Science in Computer Science

Work Experience

Research Assistant   June 2015 – Present
Internet Security Research Lab – Brigham Young University
- Developing a browser extension that will enable encryption of sensitive information across all web applications.
- Includes a pluggable key management system that supports Shared Secret, OpenPGP, and IBE.

QA Engineering Intern & iOS Engineering Intern   March 2015 – Present
Domo Inc. – American Fork, UT
- Designed and implemented a UI automation framework for my team's Angular application
- Deprecated our unreliable tests written in Groovy using Selenium.
- Improved the test coverage of our beta feature by approx. 30%
- Drastically improved test reliability.
- Wrote several Python scripts to improve analytics on the usage of our beta feature

Full-Stack Software Engineer   Feb. 2014 – March 2015
Verisage – Provo, UT
- Designed and implemented a client project
- Involved an iOS app, an Angular app, and Django server application.
- Completed project within budget and achieved over 90% test coverage to ensure a quality product.
- Assist junior developers with their projects as needed.

Skills/Interests

Computer Programming
- Proficient in Java, Python, HTML/CSS, Swift, JavaScript, and Objective-C
- Experience with Go, Assembly, Bash, C/C++, and Scala
- Interested in distributed systems, data engineering, iOS/OSX development, and network & server security

Databases
- MySQL. PostgreSQL, SQLite, MongoDB, and RabbitMQ

Projects

Mynz
- Developed a game for the Apple Watch at AngelHack: San Francisco
- Won API-sponsored prizes for "Best Game" and "Best use of MuleSoft"
- Gameplay focused on the placement on interactive "traps" at actual geographic locations
- Heavily utilized Apple's Core Location services and geofencing programming

Nourritour
- An iOS app to generate food tours using Yelp's API to grab a list of nearby restaurants categorized together.
- The app provides walking directions for each stop as well as a map, and uses Twitter sign-in.
- Built at AngelHack: Manhattan.

Maze Game
- A JavaScript game that generates a maze, which the user can navigate through using the arrow keys.
- Built on "vanilla" JavaScript

Notable

- Finalist in BYU RCET Mobile App Contest 2014
- Participant at HackTX 2013, MHacks 2014, Hack the North 2015 and several AngelHack events
- Officer of BYU Association of Computing Machinery (ACM) and Society of Hispanic Professional Engineers (SHPE)
- Organizer of hackathons including LocalHackDay for BYU ACM and the new 2015 AngelHack: Salt Lake City event
- Contributor to open-source projects for NASA and Sendgrid
- Eagle Scout