

# Jeffrey Souza

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## EDUCATION

### University of Utah

Aug 2013 – May 2017

- B.S. in Computer Science, *Salt Lake City, Utah*
  - Cumulative GPA: 3.5 / 4.0

## EXPERIENCE

### Ultimate Software

Sep 2018 – Present

- Full Stack Software Engineer *San Francisco*
  - Collaborated with Product, QA, and Devops to improve functionality and stability of web app
  - Debugged and refactored legacy code to decrease technical debt and resolve customer issues
  - Helped upgrade our unit tests from Nose to Pytest, updating and contributing test cases
  - Wrote scripts to fix inconsistencies in customer data across MySQL, MongoDB, and Elasticsearch

### Navitaire

Sep 2017 – Oct 2018

- Back End Software Engineer *Salt Lake City*
  - Coded in a .NET codebase, implementing new functionality, fixing bugs, and writing tests
  - Created an internal tool that identifies and cleans deprecated data in customers' MySQL databases
  - Attend daily scrum meetings to plan and coordinate with my agile team

### HackTheU

Oct 2016 – May 2017

- Co-founder
  - Worked as part of a small team to host the University of Utah's first annual hackathon
  - Mentored hackers and assisted teams plan, code and debug their projects
  - Established and utilized HackTheU's social media to recruit and organize 250 hackers
  - Co-founded a non-profit organization and raised \$17,000 in three months

## PROJECTS

### ▪ A Boy and His Beard

Aug 2016 – Nov 2017

- Created and designed a 3D action arcade game with Unity, published on itch.io and Steam
- Implemented and optimized physics based gameplay code in C#
- Allocated tasks to teammates and used Trello to track progress of features

### ▪ Ochre

Jun 2016 – Jul 2016

- Designed a lightweight 2D game engine built with OpenGL and SDL2 in C++
- Implemented tidy abstractions for creating windows, handling input, and rendering fonts
- Developed extensive sprite and camera functionality to allow easy creation of animated scenes
- Utilized continuous integration to build and test software on multiple platforms

### ▪ oncoBOT

Feb 2016

- Designed and implemented a machine learning based cancer diagnosis system with Python
- Used openCV's SIFT feature detection to locate potential cancer modules in CT scans
- Deployed Linode servers to run our machine learning algorithm
- Created at the University of Michigan hackathon MHacks in 36 hours

## SKILLS

Most Used: C#, C++, Git, MongoDB, MySQL, Python, Vim

Familiar With: Docker, Elasticsearch, Flask, Java, JavaScript, Jenkins, Make

## OTHER

## EXPERIENCE

### Professional Musician

2013 – 2018

- Performed as a jazz guitarist at weddings, restaurants and private events
- Toured as a rock guitarist for the Love Hope Strength Foundation promoting bone marrow donation
- Composed and recorded music for personal projects and a local independent film