

Jeffrey Souza

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EXPERIENCE	UKG (formerly Ultimate Software)	Sep 2018 – Present
	<ul style="list-style-type: none">▪ Full Stack Software Engineer <i>San Francisco</i><ul style="list-style-type: none">• Collaborated with Product, QA, and DevOps to improve functionality and stability of web app• Led weekly meeting to prioritize customer escalation tickets and plan engineering response• Helped upgrade our unit test framework to use WireMock and Pytest• Wrote scripts to fix inconsistencies in customer data across MySQL, MongoDB, and Elasticsearch• Won 1st place in yearly UKG hackathon with a Slack bot that promotes camaraderie during quarantine	
	Navitaire	Dec 2017 – Sep 2018
	<ul style="list-style-type: none">▪ Back End Software Engineer <i>Salt Lake City</i><ul style="list-style-type: none">• 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• Debugged and refactored legacy code to decrease technical debt and resolve customer issues• Attend daily scrum meetings to plan and coordinate with my agile team	
EDUCATION	University of Utah	Aug 2013 – May 2017
	<ul style="list-style-type: none">▪ B.S. in Computer Science, <i>Salt Lake City</i><ul style="list-style-type: none">• Cumulative GPA: 3.5 / 4.0	
PROJECTS	A Boy and His Beard	Aug 2016 – Nov 2017
	<ul style="list-style-type: none">▪ 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
	<ul style="list-style-type: none">▪ 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
	<ul style="list-style-type: none">▪ 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	
OTHER EXPERIENCE	Professional Musician	2013 – 2018
	<ul style="list-style-type: none">▪ Performed as a jazz guitarist at weddings, restaurants and private events▪ Toured as a lead guitarist for the Love Hope Strength Foundation promoting bone marrow donation▪ Developed curriculum, instructed private lessons and conducted group rehearsals for youth music groups▪ Composed and recorded music for personal projects and a local independent film	
	HackTheU Co-Founder	2016 – 2017
	<ul style="list-style-type: none">▪ 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	
SKILLS	Most Used: C#, C++, Git, MongoDB, MySQL, Python, Vim Familiar With: Docker, Elasticsearch, Flask, Java, JavaScript, Jenkins, Make	