

# Jeffrey Souza

179 Sadowa St, San Francisco, California 94112, USA  
jeffreysouza@gmail.com • +1 (801) 550-7657 • jsouza.org

EDUCATION	<b>University of Utah</b> Aug 2013 – May 2017 <ul style="list-style-type: none"><li>B.S. in Computer Science, <i>Salt Lake City, Utah</i></li><li>Cumulative GPA: 3.5 / 4.0</li></ul>
EXPERIENCE	<b>Ultimate Software</b> Sep 2018 – Present <i>San Francisco</i> <ul style="list-style-type: none"><li>Full Stack Software Engineer</li><li>Debugged and refactored legacy code to decrease technical debt and resolve customer issues</li><li>Helped upgrade our unit tests from Nose to Pytest, updating and contributing test cases</li><li>Wrote scripts to fix inconsistencies in customer data across MySQL, MongoDB, and Elasticsearch</li></ul> <b>Navitaire</b> Sep 2017 – Oct 2018 <i>Salt Lake City</i> <ul style="list-style-type: none"><li>Back End Software Engineer</li><li>Coded in a .NET codebase, implementing new functionality, fixing bugs, and writing tests</li><li>Created an internal tool that identifies and cleans deprecated data in customers' MySQL databases</li><li>Attend daily scrum meetings to plan and coordinate with my agile team</li></ul> <b>HackTheU</b> Oct 2016 – May 2017 <ul style="list-style-type: none"><li>Co-founder</li><li>Worked as part of a small team to host the University of Utah's first annual hackathon</li><li>Mentored hackers and assisted teams plan, code and debug their projects</li><li>Established and utilized HackTheU's social media to recruit and organize 250 hackers</li><li>Co-founded a non-profit organization and raised \$17,000 in three months</li></ul>
PROJECTS	<b>A Boy and His Beard</b> Aug 2016 – Nov 2017 <ul style="list-style-type: none"><li>Created and designed a 3D action arcade game with Unity, published on itch.io and Steam</li><li>Implemented and optimized physics based gameplay code in C#</li><li>Allocated tasks to teammates and used Trello to track progress of features</li></ul> <b>Ochre</b> Jun 2016 – Jul 2016 <ul style="list-style-type: none"><li>Designed a lightweight 2D game engine built with OpenGL and SDL2 in C++</li><li>Implemented tidy abstractions for creating windows, handling input, and rendering fonts</li><li>Developed extensive sprite and camera functionality to allow easy creation of animated scenes</li><li>Utilized continuous integration to build and test software on multiple platforms</li></ul> <b>oncoBOT</b> Feb 2016 <ul style="list-style-type: none"><li>Designed and implemented a machine learning based cancer diagnosis system with Python</li><li>Used openCV's SIFT feature detection to locate potential cancer modules in CT scans</li><li>Deployed Linode servers to run our machine learning algorithm</li><li>Created at the University of Michigan hackathon MHacks in 36 hours</li></ul>
SKILLS	Most Used: C#, C++, Git, MongoDB, MySQL, Python, Vim Familiar With: Docker, Elasticsearch, Flask, Java, JavaScript, Jenkins, Make
OTHER EXPERIENCE	<b>Professional Musician</b> 2013 – 2018 <ul style="list-style-type: none"><li>Performed as a jazz guitarist at weddings, restaurants and private events</li><li>Toured as a rock guitarist for the Love Hope Strength Foundation promoting bone marrow donation</li><li>Composed and recorded music for personal projects and a local independent film</li></ul>