Johan Olvera

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Education

St. Edward's University, Austin, TX

Expected December 2024

Bachelor of Arts in Computer Science

Experience

Veradigm - Software Engineer Intern

Austin, TX - Remote

May 2024 – August 2024

- Contributed to multiple repositories using WSDLs and SOAP for service communication within different implementations
- Collaborated closely with cross-functional teams to complete user stories on a major feature
- Analyzed company's Service Oriented Architecture to learn established practices during development
- Implemented testing methods including Unit Tests, Moq, Jenkins, Postman, and site testing

NI - Software Engineer Intern

Austin, TX - Hybrid

May 2023 - August 2023

- Orchestrated the designs and implementations of two major features for a desktop application
- Demonstrated the prototype to three teams, including a product manager, for development feedback and discussions on moving forward for product packaging
- Organized the project's code base and followed Agile methodologies throughout development
- Developed a further understanding of project scope and the project development lifecycle for a software product
- Gathered product requirements for the planned project within the first week of my internship

Skills

- Languages/Formats: C#, Go ,TypeScript, JavaScript, Java, Python, HTML, CSS, SQL
- **Technologies:** ASP.NET Core, XUnit, MSTest, .NET, React, Vite, Docker Microsoft Azure, MongoDB, MongoDB Atlas, MySQL, Tailwind, Firebase
- Tools: Git, GitHub, Visual Studio, Visual Studio Code, Jetbrains Rider, ReSharper, Postman, Jenkins, OpenAPI, SQL Server Management Studio, Azure Devops
- Software Development: Object Oriented Programming, Algorithms and Data Structures, Version Control, REST APIs, SOAP, Inversion of Control, Agile methodology, Test-driven Development, CI/CD, Data Modeling
- University Courses: Computer Science I & II, Web Development, Algorithms and Data Structures, Intro to Artificial Intelligence, Database theory, Advanced Algorithms

Programming Projects

Lapis Project – November 2024 - Current

- **Description** This project is something I wanted to do where I would create a desktop application from scratch. Only using minimal libraries to achieve a simple markdown note taking application. So far I've created a simple plugin system and currently developing the UI and some plugins to start
- Technology Stack Go, Gio UI, VSCode
- Outcomes So far I've learned a lot about approaching architecting complex systems and seeing how they can improve as they're developed. My plugin system has shown a variety of different problems to solve during development and it's been a great learning experience so far. I've developed a file explorer plugin and some UI so far, and development is continuing for the application UI.