

Julian Segura

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PROFESSIONAL EXPERIENCE

Software Developer @ Richtech Robotics
Las Vegas, Nevada

04/14/2023-Present

- Introduced better coding standards, such as naming conventions for functions and repositories improving efficiency relating to the time it takes to lookup and switch between repositories on robotic systems.
- Introduced GitHub commit message standardization, allowing for better understanding of changes implemented for the code.
- Created documentation of use and troubleshooting of both of our robotic arm system's software and hardware, increasing efficiency of the time to set up the systems, implement changes, and troubleshoot potential issues.
- Containerized the codebase for our singular robotic arm system using Docker allowing for automatic start up and use of its program with any compatible PC.
- Lead the development of new codebases for multiple trade shows and events that required our dual robotic arm system to be used for new applications.

Projects

Moving Co. - Blog Application | (Group Concept Project)

Lead Developer | [Live](#) | [Github](#)

Main Technologies Used: Java | Spring Boot | PostgreSQL | React.js | REST API Backend

- Used PostgreSQL, and Java with Spring Boot to create a REST API that stores user's profiles and blogs
- Created authentication and authorization services for the application
- Built a blog application with CRUD functionality

Blouson - E-comm Store | (Personal Concept Project)

Lead Developer | [Live](#) | [Github](#)

Main Technologies Used: FakeStoreAPI | React.js

- Implemented the FakeStoreAPI to generate store items
- Created a functional shopping cart for users to store items
- Made a responsive E-commerce store mockup using React and CSS

TECHNICAL SKILLS

Languages: CSS, JavaScript, Python, Java
Databases: PostgreSQL, MongoDB

Frameworks: React, Bootstrap, Django, Flask, Spring Boot
Other Skills: Git, Github, APIs, Docker, HTML

EDUCATION

Western Governors University
Bachelors of Science, Computer Science

Remote
Expected Graduation, December 2024

General Assembly
Software Engineering Immersive Cohort

Remote
May 2022 - August 2022

- Completed 400+ hours of full stack web development
- Built applications with a focus on backend technologies
- Collaborated in a Scrum/Agile framework with development teams

