

Justin Nguyen-Galante

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EDUCATION

- Pursuing Bachelor of Science, Double Major in Computer Engineering and Computer Science
- **University of Virginia School of Engineering and Applied Sciences**, Charlottesville, VA
- Expected Graduation: May 2021
- **GPA: 3.90**

RELEVANT WORK EXPERIENCE

Software Engineer Intern

June 2020 – August 2020

Publicis Sapient, Houston, TX

- Worked alongside a client in an agile environment to develop a mobile application to improve customers' in-store experience.
 - Successfully delivered the algorithms and Android views necessary to achieve the objective.
- Managed a team of 8 interns when creating a basic website to spread awareness about the hunger crisis. Directed meetings, assigned responsibilities, and ensured deadlines were met.
 - Met our goal of raising awareness after completing development and showcasing the website.

Undergraduate Teaching Assistant

September 2019 – May 2020

University of Virginia ECE Department, Charlottesville, VA

- Assisted Students taking UVA's ECE 2330 Course (Digital Logic Design) in progressing through the class by holding office hours, grading tests and quizzes, and running studio/review sessions.

Undergraduate Researcher

May 2019 – September 2019

University of Virginia CS Lab, Charlottesville, VA

- Developed software to clean large amounts of data and automatically detect inconsistencies in user-created applets on the IFTTT platform using NLP techniques and neural word embeddings.
 - Detected inconsistent/unsafe applets with about 85% accuracy and have plans for improvements.

RELEVANT PROJECTS

GradeTrackr (<https://www.gradetrackr.com/index>)

- Played a key role on a team of 5 engineers to create a full stack application that helps students track and manage their grades. Initially a course project, but has now evolved into a successful open source project.
- Integrated Heroku, GitHub, and Travis CI for deployment, workflow control, and automatic testing. Used HTML, CSS, SQL, and the Django Framework to build the site.

Extraterrestrial Webstore (<https://extraterrestrial.herokuapp.com/>)

- Worked on a small team to create a fully functional online webstore from front end to back end that can securely process BitCoin transactions and safely store information. Used HTML, PHP, and SQL.

Expensera

- Directed a team of 3 engineers to create a mobile application from front end to back end that helps users log and manage their expenses. Successfully developed and published the app to the Google Play Store.
- Utilized React Native and Expo for development and testing and Firebase (GCP) as a backend.

Bug, Not a Feature (<https://justingalante1.itch.io/bug-not-a-feature>)

- Independently learned how to use the Unity Engine and write scripts in C# to produce my first game "Bug, Not a Feature". Successfully uploaded the completed project to popular game marketplace itch.io.
- Unity Engine and C# scripts were used to create the game, Photoshop was used to edit screenshots and cover images for the game's webpage, Git was used for version control

PROFESSIONAL SKILLS

Programming Languages:

- Java - SQL - C++
- Python - HTML 5 - PHP
- C# - JavaScript - CSS

Technical:

- Git/GitHub - Maven
- Google Cloud Platform - Unity
- React
- REST APIs

Soft skills:

- Teamwork
- Organization
- Communication
- Leadership
