

Justin Nguyen-Galante

11363 Ridgeline Road, Fairfax, VA 22030 | (703) 819-2934 | jn2wf@virginia.edu | github.com/JustinGalante1

EDUCATION

- Pursuing Bachelor of Science, Double Major in Computer Engineering and Computer Science
 - **University of Virginia School of Engineering and Applied Sciences**, Charlottesville, VA
 - August 2017 - May 2021
 - **GPA: 3.91**
-

RELEVANT WORK EXPERIENCE

Software Engineer

July 2021 – Current

Bloomberg L.P., Manhattan, NY

- Designed multiple API's that serve data to the Bloomberg Terminal's Document Search function which is used by tens of thousands of users each day.
 - Endpoints were written in Python, intermediary services leading up to the final product in the Terminal were written in C++ and Groovy.
- Reworked several UI features within the Document Search function from the data layer up to the React components, resulting in a large increase in user satisfaction as reflected in feedback meetings with customers.

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 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.
- 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 - Groovy
- C# - JavaScript - CSS

Technical:

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

Soft skills:

- Teamwork
- Organization
- Communication
- Leadership
