

# Justin Nguyen-Galante

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## EDUCATION

- 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**
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## 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.
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## 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
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## 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

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