***Justin Nguyen-Galante***

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***SUMMARY***

* 6+ years of experience in technical design and programming
* 3+ years of experience working in agile environments to produce professional web applications
* Familiar with entire Software Engineering cycle from gathering requirements to deployment and maintenance
* Proven ability to lead and manage teams comprised of several disciplines
* ***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 CLI 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.

**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

- C# - PHP

**Technical:**

- Windows and Linux OS - Git

- Cloud platforms - Maven

- React Framework - Unity

- REST APIs

**Soft skills:**

- Teamwork

- Organization

- Communication

- Leadership