Justin D. Perez

FULL STACK SOFTWARE ENGINEER

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Experience

Cox Automotive Inc   *Draper, UT*
SOFTWARE ENGINEER 1   *June 2023 - Current*

- Developed and maintained enterprise-level security software used by hundreds of software teams across the company.
- Built reporting ETL jobs leveraging Cloudwatch Events, ECS Fargate, Lambda, and more.
- Developed and hosted a front-end web application using React.js and CloudFront, paired with a C# API hosted in Amazon ECS. The application enables users to monitor their security posture, customize team vulnerability settings, and track application vulnerabilities.
- Developed and maintained a graph database, levering NeptuneDB, storing thousands of interconnected entities, including security vulnerabilities, software components, teams, and users, to streamline data accessibility and support security workflows.
- Increased security adoption of overall company inventory at Cox Automotive from 10% to over 45% by creating simplified upload processes and efficient defect retrieval methods.
- Designed and implemented tools that generate comprehensive security status reports for more than 7,500 software components.
- Integrated security solutions with industry-leading vendors, including Veracode, NoName, and Wiz.
- Enhanced the overall security workflow, improving the user experience for software teams and optimizing security practices across the organization.

Campus Core   *Remote*
SOFTWARE ENGINEER   *November 2024 - Current*

- Built backend services on Azure, providing secure, scalable, and real-time access to educational resources for up to 2,000 students.
- Conceptualized and developed a scalable educational platform for universities, enhancing student-advisor communications using React, React Native, Tailwind, Node.js, Azure, and MySQL.

Wavetronix   *Salt Lake City, UT*
SOFTWARE ENGINEERING INTERN   *March 2022 - January 2023*

- Developed and maintained a C# application that simulated traffic patterns, allowing users to design intersections and optimize layouts for traffic engineers.
- Created a C# application to process traffic simulation data, generating visual representations in graph form for easier data analysis and interpretation.
- Contributed to improving traffic design processes by making complex simulation data more accessible and understandable to engineers.

Skills

Software	Java, C#, Python, Go, JavaScript, TypeScript, Terraform, GitHub, Azure DevOps, Docker, MySQL, Bootstrap, ReactJS, ASP.Net Core, Selenium Web Driver
AWS	Lambda, ECS Fargate, ECR, DynamoDB, CloudWatch, CodeBuild, S3, Neptune
Soft Skills	Strong leadership, communication skills, and critical thinking ability. Willing to learn new skills and am excited for new opportunities to learn.

Education

University of Utah   *Salt Lake City, UT*
B.S. IN COMPUTER SCIENCE   *August 2019 - May 2023*

Projects

Huddle Up   *Salt Lake City, UT*
CORE MEMBER   *Aug 2022 - May 2023*

- Developed a group fantasy football web application focused on enhancing the team aspect of fantasy sports.
- Utilized React for building the frontend, with Tailwind CSS and Mantine for responsive and modern styling.
- Implemented a robust backend using Node.js, leveraging TypeScript for type safety and maintainable code.
- Designed and integrated a MySQL database using Prisma ORM for efficient data modeling and management.
- Managed version control and collaborative development using GitLab, ensuring seamless integration and deployment.