Justin Lawrence

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EDUCATION

Bachelor of Science in Computer Engineering | University of Florida   Expected Graduation: DECEMBER 2020
GPA: 3.68
- PROGRAMING LAGUAGES: C++, Java, Python, Swift, JavaScript, HTML, CSS, SQL, VHDL
- SOFTWARE: Linux, Matlab, SolidWorks, SketchUp, Xcode, git/GitHub, Microsoft Office
- RELEVANT COURSES: Embedded Systems, Operating Systems, Digital Logic, Discrete Mathematics, Data Structures and Algorithms, Microprocessors, Signals and Systems, Professional Writing

PROJECTS

Software Developer: LogRide (iOS app)   *APRIL 2018 - PRESENT*
- Collaborated with team of 6 to develop iOS app that lets users to keep track of attractions they have been on from theme parks around the world
- Self-taught to code in Swift for iOS development using online tutorials and the resources
- Implemented a mySQL database using BlueHost and SQL files to send data to the app
- Used GitHub to manage versions of the code and Trello and Slack to track progression

Scrum Master: Travel Agent Website (HTML, JavaScript)   *FEBRUARY 2019 - APRIL 2019*
- Lead a team of 5 while following the Agile Scrum development process
- Scheduled group meets, and managed our GitHub by merging teammates branches to the master
- Designed and implemented a website for local client using AngularJS and NodeJS
- Created Moca unit test cases to ensure all of the functions worked correctly

Programmed Microprocessors (VHDL, C)   *AUGUST 2018 - DECEMBER 2018*
- Wrote code to run on a microprocessor in C and MIPS
- Integrated synchronous and asynchronous serial communication with keyboard input, an accelerometer, and other devices

LEADERSHIP

Gator Theme Park Engineering & Design
University of Florida, Gainesville, FL
    Internal Coordinator   *JANUARY 2019 - PRESENT*
- Created operational budget for our club to get money from student government
- Delivered a sales pitch to the head of the Mechanical Engineering Department at UF to secure funding for the club's design team project
- Organized fundraising and other social events for our club members
- Attended the ASTM F24 session to learn about the creation and maintenance of safety standards in theme parks
- Attended the IAAPA convention to learn and network with industry professionals

    Design Team Captain   *AUGUST 2019 - PRESENT*
- Led a controls/software sub-group while collaborating with mechanical and structural engineers to create a model roller coaster
- Designed a block diagram and Pitri Net diagram to showcase the logic of the program
- Coded a microcontroller according to our block diagram using an Arduino, and wrote test benches to ensure our code will work in every possible scenario

Volunteer, Google Ignite CS   *MARCH 2018 - MAY 2018*
Oak View Middle School, Gainesville, FL
- Volunteered at a Google sponsored volunteer program at a local middle school to promote computer science and robotics to young students
- Shared my interests and enthusiasm in computer science to teach students the basics of programing

COMPETITIONS

- **1st Place overall winner: 2018 Ryerson Invitational Thrill Design Competition**   *NOVEMBER 2018*
- **3rd Place: Cornell Theme Park Design Competition**   *MARCH 2018 - MAY 2018*