

Justin Auger

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EDUCATION

UNIVERSITY OF CONNECTICUT

B.S. in Computer Science

Minor in Mathematics

Expected May 2019

GPA: 3.62

AWARDS/HONORS

- UConn Academic Excellence Scholarship
- Roberta B. Willis Scholarship
- Dean's List Spring 2016/2017/2018

SKILLS

TECHNICAL

Languages:

- Java 8 • Scheme • Python
- HTML/CSS

Frameworks/Tools/Other:

- Unix • JUnit • Git
- Mockito • Vert.x • Maven
- Spring Boot • Android Studio

COURSEWORK

COMPUTER SCIENCE

- Data Structures and Algorithms
- Object Oriented Design and Programming
- Algorithms and Complexity
- Theory of Computation
- Introduction to Software Engineering
- Computer Networks and Data Communication

MATHEMATICS

- Multivariable Calculus
- Linear Algebra
- Differential Equations
- Discrete Mathematics

EXPERIENCE

GOLDMAN SACHS | Technology Summer Analyst

Expected May 2018 – August 2018 | New York, NY

- Developed a system in Java to display the firm's inventory of bonds in the form of tabular data published through a rendezvous protocol
- Leveraged existing REST API endpoints with Vert.x to filter and enrich large-scale datasets for consumption in new services and applications that will replace legacy systems
- Worked closely with team members to solve problems facing traders and salespeople, through bug fixes and designing new software
- Designed and implemented QA tests on non-production servers before releasing code into production, along with unit testing via JUnit and Mockito

UNIVERSITY OF CONNECTICUT | Teaching Assistant

Jan 2017 – Present | Storrs, CT

- Teaching Assistant for CSE 1729 (Introduction to Principles of Programming in Scheme)
- Designed and implemented tests for automatically grading student lab and homework assignments
- Proctored and evaluated exams, and held office hours
- Worked to ensure that students understood core concepts: functional programming such as lambdas and recursion, data structures such as lists and binary search trees, and certain sorting algorithms.

PROJECTS

MAESTRO

Jan 2017 – May 2017

Worked with classmates to follow Agile guidelines and create a soccer management simulation game built in Java. Heavily implements object-oriented design and data structures, with hundreds of unique and randomly generated players, each with distinct attributes. Then personally worked to successfully transform the existing Java program into an Android application.

MERCHBUDDY

2016 – 2017

Collaborative project built in Python designed to catalog item price data in the popular online game Runescape, using their existing pricing API, into a MySQL database hosted on a privately owned and managed Linux server. We then analyzed that data in order to predict future trends and abnormalities.

SHELLSCORE

2017

Python based console program allowing users to search for the schedules and player lists of international soccer teams, along with accessing the league tables for more than 10 leagues using a public API.