Nestor Martinez

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Skills
Languages
Python, Java, JavaScript, TypeScript, C, C++
SQL, HTML, CSS

Frameworks and Technology
MERN (MongoDB, Express, ReactJS, Node.js), Git, UNIX, REST, AWS, CI, Travis CI, Jest, Unit testing, React Native, Agile, Scrum

Additional
- Comfortable with using REST API, along with other API calls to request and post data
- Accustomed to learning new libraries and technologies
- Adept at common algorithms, data structures and patterns, and the ability to apply them to problems
- Knowledge of programming best practices, development processes, and coding standards
- Strong object-orientated design skills

Relevant Coursework
- Software Engineering
- Project-Based Object-Oriented Programming and Design
- Data Structures
- Intro to Database Systems
- Intro to Distributed Computing
- Intro to Computer Security
- Wireless Security
- Individual Software Design and Development
- Technical Writing

Education
California Polytechnic State University, San Luis Obispo
Software Engineering Undergraduate
GPA: 3.38
Expected Graduation Date: June 2022

Experience

Feb 2021-Present

Software Developer, California Cybersecurity Institute, San Luis Obispo, CA
- Strategizing a series of cybersecurity related challenges, which will be developed by myself and a team of four
- Overseeing progress of development and testing
- Implemented challenges that were encountered by over 300 competitors, with plans to release them across the US, Europe, and Australia
- Challenges ranged from a web app to story-based documents
- Maintained and analyzed cyber challenges using AWS services such as EC2, CodeCommit, Cognito, DynamoDB, and Lambda

Oct 2021-Present

Tech Lead, Hack4Impact, San Luis Obispo
- Leading a group of six developers to create a web app for our local NAACP branch
- Coordinating with the product manager and nonprofit to discuss requirements
- Delegating tasks for developers in weekly sprints

Oct 2020-Sep 2021

Software Developer, Hack4Impact, San Luis Obispo
- Backend developer for a web app for another local nonprofit
- Voted MVP for my work by my teammates

Projects

Jan-Jun 2021

Paso Robles Youth Arts Center Web App
- On a team of eight, developed a web app for a local nonprofit using the MERN stack
- Backend developer for tasks such as the creation of events, volunteer sign up, event searches and filters, and admin reports

Apr-Jun 2021

SQL Injection Web App
- Used React, Node, and Express to mimic a terminal
- Contained a SQL database to hold challenge related data, and intentionally made the app vulnerable to SQL injection for competitors to discover
- Designed two difficulties of the challenge for both intermediate and advanced competitors

Mar-Jun 2020

DevBoard
- Java application that takes advantage of generic functions, multithreading, and other design patterns
- Joined a group of three to create a project that implements the ECB design pattern
- Utilized REST API calls to pull from a Firebase database for user and project information, along with Travis CI for continuous integration