OSVALDO CANALES

719-931-4592   osvaldocanales4@gmail.com | linkedin.com/in/osvaldo-canales | osvaldocanales.github.io

Education

University of Colorado Colorado Springs

Bachelor of Science in Computer Science

Colorado Springs, Colorado   *Aug. 2021 - May 2025*

Experience

Parsons Corporation

Software Engineer

August 2024 - Present   *Colorado Springs, Colorado*

- Migrate Java code to Rust to support the propagation of 1000+ satellites
- Migrated 100+ Rust methods to Java via Project Panama to support the ISSA Works Team
- Implement The Media Stream API to enable live streaming of the Space Domain Awareness tools to production for thousands of DoD operators and analysts
- Technologies used: Rust, Java, Vue.js, Spring Boot, VS Code, Eclipse, JNI, Project Panama

Parsons Corporation

Software Engineer Intern

May 2024 - August 2024   *Colorado Springs, Colorado*

- Transitioned existing SOAP API Services to REST and integrated them with the front-end
- Deployed new services to production leading to improved operational efficiency
- Enhanced UX/UI by designing and developing full-stack web application features, leading to a more intuitive user experience
- Technologies used: Rust, Java, Vue.js, Spring Boot, Swagger, Node.js, VS Code, Eclipse, Postman

Projects

Web Application Porfolio

- Designed and implemented a responsive portfolio website focusing on front-end development
- Developed a dynamic, reactive user interface using React for enhanced usability and interactivity
- Optimized website performance through efficient JavaScript coding practices and use of modern web development tools.

Sentiment Analysis on Amazon Reviews

- Cleaned and manipulated 500,000 entries of Amazon reviews
- Utilized NLTK and Hugging Face Transformers for sentiment analysis
- Implemented the Roberta base model trained on 124 million Twitter tweets from 2018 to 2021
- Created plots illustrating sentiment distributions and exported results through Excel

Sudoku Solver GUI

- GUI for users to solve Sudoku puzzles, input their solutions, and witness real-time updates
- Employs backtracking algorithm to ensure an optimal approach to finding solutions
- Utilization of Pygame for graphical rendering and event handling

Library Management System

- Developed a web-based app to manage catalogs, books, and members
- Showcased Front-end Development by designing user interface using HTML and CSS
- Usage of unit tests and integration tests to ensure reliability

Technical Skills

- **Languages:** Python, Java, JavaScript, C, Rust, HTML/CSS, R, Assembly
- **Developer Tools:** Git, VS Code, Visual Studio, Eclipse, React.js, Node.js, APIs, Postman, REST, Vue.js, Spring Boot
- **Libraries:** Pandas, NumPy, Matplotlib, Seaborn, NLTK, Hugging Face Transformers, Tqdm, Pygame

Objective

Awesome Co, Manufacturers of Gourmet Widgets

I am seeking a position as a Software Engineer, where I can contribute to the development of cutting-edge software solutions that drive innovation and excellence. I believe I have sufficient experience to excel in this role.