

Troy Galicia

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EDUCATION

University of Nevada, Las Vegas
Bachelor of Science in Computer Science

Las Vegas, NV
Aug. 2018 – Dec 2023

WORK EXPERIENCE

Associate Software Engineer

Mar. 2024 – Present

BulkSupplements.com

Henderson, NV

- Initiated, developed and deployed a full-stack web application using Flask, React, and SQL to automate labels
- Automated supplement/nutrition label creation for millions of shipped products in JPEG, PNG and PDF formats
- Integrated the company's existing NetSuite database with the application for quick search, retrieval and editing
- Replaced marketing department's tools - Adobe Photoshop and Illustrator - removing need for manual labor
- Regularly communicated with the label department to maintain the program and match NSF specifications

UNLV Teaching Assistant

Spring 2022

CS 201X - Linux Fundamenetals

Las Vegas, NV

- Collaborated with the professor to design and develop course materials for a prototype Linux Fundamentals class
- Created homework assignments and quizzes to teach learning objectives

PROJECTS

RAG AI Search Engine | *Shiny, Langchain, Python, OpenAI, Qdrant*

July 2024 – Aug. 2024

- Developed full-stack Shiny web application with Python utilizing retrieval-augmented generation (RAG) pipeline for retrieving and displaying accurate and contextually relevant results from a document database.
- Created RAG pipeline with LangChain using Unstructured to parse and preprocess documents of various file types, OpenAI to generate embeddings, and Qdrant as the vector database.
- Part of the Lonely Octopus Bootcamp, where we collaborated in a team to deliver a proof of concept for LixCap, an economic and transaction advisory firm.

CyberRave - Rhythm Game | *Unity, C#, Git*

Oct. 2023 – Dec. 2023

- Awarded 2nd Place in UNLV's Senior Design Competition Fall 2023
- Coordinated a team of seven students to develop a Unity video game in C#
- Integrated team code using GitHub for collaborative development
- Coded and designed random procedurally generated levels, game modes and enemy placement

Portfolio Website | *React, Django Rest Framework (DRF)*

Aug. 2024 – Present

- Deployed full-stack web application using React and Django Rest Framework
- Implemented an AI generated newsletter with email functionality
- Coded scalable blog entries

Stock Fundamental Analysis Program | *Python, Selenium, BeautifulSoup library*

June 2022

- Utilized AlphaVantage's API to extract information in JSON format and scraped data from Yahoo Finance for any user-specified stock symbol
- Automated financial report ratio calculations

ACTIVITIES

Alpha Psi Rho

Fall 2023

Webmaster Chair – University of Nevada, Las Vegas

- Led the migration of Alpha Psi Rho's website from the Wix platform to a custom solution
- Designed the user interface (UI) with Figma, facilitating communication of design concepts to clients

TECHNICAL SKILLS

Languages: Python, C/C++/C#, SQL, Java, JavaScript, HTML/CSS, BASH

Frameworks: React, Node.js, Flask, Shiny, Streamlit, Tailwind CSS

Developer Tools: Git, Docker, VS Code, Jupyter Notebook, OpenAI, IntelliJ, Eclipse, Unity

Libraries: pandas, NumPy, Selenium