

# Troy Galicia

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## Education

University of Nevada, Las Vegas

Dec 2023

**Bachelor of Science in Computer Science**

## Profile

Recent computer science graduate with leadership and group programming experience, backed by hands-on coursework and diverse projects spanning software engineering, web development and game design.

Eager to leverage my diverse background and teamwork abilities in an entry-level Software Engineer role.

## Work Experience

**Associate Software Engineer** | BulkSupplements.com

Mar 2024 - Present

- Initiated, designed and coded a [full-stack application](#) using React and Flask that creates the company's supplement/nutrition labels, reducing production time from 10 minutes to under a minute per product
- Collaborated with the marketing team to update and enhance product descriptions and nutrition labels utilizing HTML, Google Sheets, Shopify, Amazon Seller Central and Adobe Photoshop/Illustrator

## Coding Projects

**Alpha Psi Rho Website (Front-End Developer)**

Feb 2024 - Present

- Led the migration of Alpha Psi Rho's website from Wix platform to a custom solution ([Link](#))
- Designed the user interface (UI) with Figma, facilitating communication of design concepts to clients
- Utilized React, Next.js, Tailwind CSS and associated libraries to develop the front end

**Rhythm Game (Team Lead, C#)**

Aug 2023 - Dec 2023

- Won 2nd Place Award for UNLV Senior Design Competition
- 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

**Stock Fundamental Analysis Program**

Summer 2022

- Implemented a stock analysis program using Python, Selenium and the BeautifulSoup library
- Consumed AlphaVantage's REST API to obtain balance sheet information

**Quiz Taking Automation**

Summer 2022

- Utilized Selenium's capabilities to interact with DOM and navigate through quiz interfaces
- Saved users' time to collect premium currency for an MMORPG

## Relevant Coursework

**Software Engineering**

- Coordinated a team of students to program a capstone project within three months in C#
- Learned software development cycles and methodologies, including Agile and Waterfall

**Data Structures and Algorithms**

- Implemented various sorting algorithms and graph algorithms with data structures in C++

**Compiler Construction**

- Implemented key components including scanner, parser, type checker and modifier checker in Java

**Database Management Systems**

- Developed and created queries using MariaDB, a database management system closely related to SQL

## Technology & Skills

C++ | C | Java | Python | Javascript | Selenium | HTML/CSS | C# | SQL | BASH | Linux | Unity | Git