

# Winton Gee

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## SUMMARY

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First-generation Computer Science graduate recognized as a Cal Poly scholar and by President Armstrong, with early industry experience at LinkedIn and Square. Driven about building scalable software solutions and automation.

## EDUCATION

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### California Polytechnic State University

*Bachelor of Science in Computer Science*

**San Luis Obispo, CA**

*September 2022 – June 2024*

### City College of San Francisco

*Associate of Science in Mathematics, Data Science, Engineering, Computer Science*

**San Francisco, CA**

*August 2019 – May 2022*

Coursework: Software Engineering, Software Design/Development, Data Structures, Algorithms, Artificial Intelligence

## SKILLS

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**Programming Languages:** Java, Python, C, JavaScript, SQL, C++

**Framework and Libraries:** React, Node.js, Express.js, Spring

**Tools:** AWS, Azure DevOps, Git, Linux, Gradle

**Concepts:** Agile, TDD, REST APIs, OOP, Data Structures

## EXPERIENCE

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### Ricoh

**San Francisco, CA**

*Software Engineering Intern*

*June 2023 – September 2023*

- Collaborated with senior engineers to design Python AWS Lambda functions to process 150M+ records for USPS.
- Ensured 100% data consistency by aligning 29 database schemas with Azure DevOps docs via MySQL.
- Reduced potential errors by integrating 52 unit tests with Postman, identifying critical issues early in the REST API.

### ListIt

**San Luis Obispo, CA**

*Software Engineering Co-Op*

*April 2023 – June 2023*

- Produced a full stack task management system following the software development lifecycle (SDLC), from gathering requirements through team meetings to deploying and maintaining on Azure Cloud Services for 99% uptime.
- Connected React frontend and Express backend using Axios for 15 RESTful API calls, ensuring smooth functionality.
- Achieved 100% test coverage on JavaScript functions using TDD, JEST, and JUnit, maintaining code reliability.

## PROJECTS

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### Tribot Software Engineering

<https://github.com/WintonGee/Game-Automation>

- Automated 270 repetitive tasks using Java and Tribot's internal API, reducing manual interactions by 99%.
- Upgraded the internal API with 16 developers, implementing CI/CD pipelines and leveraging GitHub for collaboration and version control, enhancing system performance and functionality.
- Improved product features by incorporating customer feedback from support tickets, significantly strengthening user satisfaction and customer retention.

### Food Manager AI

<https://github.com/WintonGee/FoodManager>

- Created a full stack food management website using Python for backend processing, JavaScript with React for the frontend, and MongoDB for data storage to organize and manage ingredients and recipes effectively.
- Enabled personalized recipes with Gen AI using OpenAI, enabling the creation of unlimited tailored recipe variations.

### Winton Games

<https://wintongames.netlify.app>

- Launched with a React frontend, Python backend, Minimax AI algorithm, and hosted on Netlify to deliver an online game platform with an unbeatable single-player mode.