

Xavier Elon Hollingsworth

Software Engineer

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EDUCATION

Bachelor's of Science in Computer Science Oregon State University

08/2017 - 06/2020

GPA: 3.7

Courses

- Discrete Structures, Assembly Language and Architecture, Data Structures, Analysis of Algorithms, Web Dev, Operating Systems, Computer Networks, Databases, Cloud Application Development

TECHNICAL SKILLS

Software Languages and Skills

Javascript, Java, C, C++, Python, HTML/CSS, Linux, MacOS

Tools/Frameworks/APIs

AWS, Docker, Vagrant, git, Github, Xcode, VScode, Netlify, node.js, Express, React, MySQL, Heroku, CouchDB, Nest.js, Google Datastore, Google App Engine, MongoDB, Jenkins, Flask, AWS/ELB/EC2s/VPCs/Route 53

WORK EXPERIENCE

Software/Systems Engineer Intern

Open Learning Exchange

08/2019 - Present

Non-profit organization

Achievements/Tasks

- Programmed commands for the command line interface for Raspberry Pis for the Treehouses app. Generated 10% app user growth
- Led a project for web scraping resources using a Python script that allowed automatic uploads to OLE's database
- Managed and onboarded new interns. Maintained and updated the company website. Created VM images via Vagrant and Docker

Software Engineer Intern

Getaboard

01/2020 - 03/2020

Achievements/Tasks

- Routed the back end for a large web application similar to LinkedIn using Typescript, Nest JS, PostgreSQL and Node (internship terminated early due to Covid-19)
- Created the infrastructure for the relational database using PostgreSQL. Developed database testing entities and tested that all relational operations performed smoothly and without error.

Business Owner

Great Lakes Property Management

01/2016 - Present

Orlando, FL

Achievements/Tasks

- Successfully built business from the ground up generating cash income while working from home and paying for my education
- Developed business, marketing, financial and people skills needed to thrive in the business world. Developed phenomenal customer satisfaction skills with clients and tenants.
- Managed 50+ tenants. Trained a property management assistant to decrease personal work amount and allow more free time to develop software engineer skills and develop my engineering career while still generating cash flow income

PERSONAL PROJECTS

Multiplayer Quarantine Bingo iOS App (Flutter) (08/2020 - Present)

- Developing a multiplayer Flutter bingo game that allows players to join games and play virtual bingo against other players. iOS store date target: 01/2021

RateMyClasses.io MERN Stack Web Application (MERN) (03/2020 - Present)

- Led and orchestrated a team of 4 engineers to create full-stack MERN app for university students to rate and review their university classes.
- Fully deployed and continue to maintain the front and back end with AWS using Route 53, load balancers, EC2s, VPC
- Created the routes for the back-end using Node.js, Express and MongoDB. Created and maintained the non-relational MongoDB database
- www.ratemyclasses.io
- https://github.com/XavierElon1/rate_my_classes

Youtube LeetCode/Algorithms Channel (JAVA)

- Upload video solution explanations to LeetCode and HackerRank algorithms and data structures problems 4-5 times a week. All solutions are done in Java. 1.2k+ subscribers in 5 months.
- https://www.youtube.com/channel/Uckzn_i33n79ljur943FIMqw

Xavier Elon's Daily Leetcode Slack Channel

- Run a channel where I post daily LeetCode problems for everyone to solve and discuss. 1000+ members

Rocket & Astronaut REST API (Javascript)

- Created a full RESTful API using Node.js for an application that manages astronauts on rockets
- Deployed a front end using Google App Engine where users can login and register. Used Auth0 and JWT to authorize and authenticate users
- https://github.com/XavierElon1/rockets_api_oauth

Networking FTP Client/Server (C/Python)

- A client-server program that implements FTP. Client can request a directory list or files from the server. Client was written in Python, Server was written in C.
- <https://github.com/XavierElon1/chat-client-server>

Small shell (C)

- An interactive linux shell using the C programming language via system calls. Implemented fork and exec calls. Managed parent and child processes. Built in the 3 commands cd, status, and exit and execvp'd the rest of the commands.
- <https://github.com/XavierElon1/small-shell>

Cube Adventure Game (C++)

- An interactive game, based off the movie Cube, implementing objects, polymorphism, pointers, inheritance, data structures and classes.
- <https://github.com/XavierElon1/cube-the-movie>

ORGANIZATIONS

Students for Exploration and Development of Space (2019 - Present)

Electronics team - wrote Python code for the flight control system. Programmed the code for the BMP 280 barometric sensor that is connected to an RPi that gathers all the live data from the rocket launch, sends it to the radio module which will then, deliver it to the ground station for live data feed. Helped test the electronics on the field with YAGI antennas. Attended propulsion team meetings to learn mech engineering. (IREC competition cancelled due to COVID-19, were set to compete in September)