

Victor Amupitan

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victoramupitan.com

Education

IOWA STATE UNIVERSITY, AMES, IA

- Bachelor of Science in Software Engineering
- GPA: 3.90/4.00
- Iowa State's Dean's list all six semesters

Expected May 2019

Work Experience

SOFTWARE ENGINEERING INTERN | WORKIVA INC. | MAY 2017 – AUGUST 2017, MAY 2018 – PRESENT

- Developed features on the client and server sides of a spreadsheets web application to improve usability and user experience.
- Was relied upon to solve critical support issues and develop a wide set of general application improvements.
- Worked in an Agile team and participated in processes like sprint reviews, effort estimation and task creation for epics.
- Ensured Quality Assurance by writing unit and integration tests for new and existing features and participating in code reviews.
- Implemented major user-experience improvements, coordinating closely with UX resources.

FULL STACK WEB DEVELOPER & RESEARCH ASSISTANT | GENETICS, DEVELOPMENT & CELL BIOLOGY, IOWA STATE UNIVERSITY | AUGUST 2016 – MAY 2017

- Provided a web interface for a gene tracing tool to make it user-friendly and more usable by a wider audience.
- Developed the frontend with HTML/CSS/JavaScript(jQuery), and the backend with Python (Django).
- Designed the application using a Model-View-Controller (MVC) architecture style

Skills

Languages

- Go
- JavaScript
- Java
- C++
- TypeScript
- C
- Python
- Dart

Libraries/Frameworks/Databases

- Django
- MongoDB
- React.js
- Node.js
- React Native
- Docker

Projects

READY SET BALL

- Built a service to help people find and start pick-up games in their community.
- Developed the frontend of the web application using React, and the backend using Go.
- Designed the architecture for the server using clean architecture styles to improve testability.
- Enhanced code quality by introducing code review and continuous integration.

STUDY CARD MAKER

- Provided a web application to help students create note cards from already typed notes, eliminating manual creation of study cards.
- Worked on the parser. Developed the service using Node.js.

ROGUELIKE DUNGEON GAME

- Developed a game in C++ to better understand concepts like graph algorithms, memory management, and Object-Oriented design.

NAÏVE BAYES MACHINE LEARNING PREDICTOR

- Developed a machine learning predictor to predict the news category a document might belong in.
- Implemented the predictor in C++ using Bayesian estimator and maximum likelihood estimator.

MOBILE APPLICATION DEVELOPMENT

- Initiated the creation of an Instant Messaging mobile app to help people send and receive messages without a language barrier.
- Created the structure and UI components of the app using React Native (TypeScript).

Leadership & Activities

COMMUNITY ADVISER, IOWA STATE UNIVERSITY RESIDENCE

AUGUST 2017 – MAY 2018

- Developed programs and provided resources on diversity, personal development and academic success.
- Provided advice to residents and responded to routine and emergency situations.

INFORMATION ASSURANCE STUDENT GROUP

SPRING 2017

- Used communication skills to give a presentation on Linux networking tools when I was the club's public relations officer.