Austin Fullwood

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Education

Virginia Tech **Fall 2017 – Spring 2021**

Blacksburg, VA

- **Major:** Computer Science, B.S. (GPA: 3.39, In Major: 3.53)
- **Coursework:** Cloud Software Development, Machine Learning, Mobile Software Development, Data Structures and Algorithms, Computer Systems, Probability and Statistics

Work Experience

Software Engineer **June 2021 – Present**

Bluesight / Platform Team

KitCheck, CostCheck, ControlCheck (*www.bluesight.com*): Software to help pharmacies budget and track medications.

- Built source of truth database for over 235,000 medications by extracting data from multiple sources and transforming them into useful models.
- Designed and developed ecommerce API to enable hospitals to save money by buying medications directly from manufacturers such as Pfizer and Dr. Reedy.
- Enabled products to make pricing insights by capturing over 7,500,000 medication price changes a day and storing it as historical data.
- Automatically tracked over 230 hospital inventories by keeping a record of the medications they bought over time.
- Increased team efficiency through a CI/CD workflow that utilizes tools such as Docker and AWS.
- Utilized knowledge in Ruby on Rails, Angular, React, Git, Docker, AWS, and microservice architecture.

Software Engineer, Intern **January 2018 – May 2021**

Phoenix Integration / Research & Development

ModelCenter (*www.phoenix-int.com*): Engineering model and simulation software

- Developed a version control system that enables users to save and share files in 67% less time.
- Reduced the time to generate product licenses from 30 minutes to 2 minutes by automating the process and designing a straightforward user interface.
- Utilized docker to containerize company software to increase usability and performance.
- Utilized knowledge in Java, Python, Docker, SQL, Git, and object-oriented programming.

Software Engineer, Intern **June 2018 – September 2020**

Alion Science & Technology / RAVE Team

RAVE (*www.alionscience.com/modsim*): 3D aerial military simulation

- Developed a live streaming plugin for simulations that met Department of Defense standards for security and performance. Only engineer in 3 years to find a valid solution.
- Reduced testing time by 80% compared to older methods by developing easier to use debugging tools.
- Utilized knowledge in C++, Linux, Git, C#, and Agile software development.

Projects

Federal Bill Voting Mobile and Web Application **January 2021 – April 2021**

- Developed an iOS app and web application to enable US citizens to quickly vote on upcoming bills and notify their representatives of their views.
- In charge of a team of 4 engineers in completing a 4-month long product development life cycle with a design, development, and testing phase.
- Utilized knowledge in TypeScript, Angular, HTML/CSS, JavaScript, Node.js, Git, MongoDB, and Firebase.

Robotic Arm **September 2017 – February 2018**

- Built a 5-axis robotic arm using a 3D printer that was controlled by an Arduino board serially linked to a Linux laptop and Xbox controller.
- Utilized knowledge in C, Python, SolidWorks, and Linux.

Skills

Software: *(proficient):* Python, Java, Ruby on Rails, SQL, React, TypeScript, Node.js, Angular, HTML/CSS, Git, Linux
(familiar): C, C++, Swift, VBA, MATLAB, C#