Austin Vigo

austinvigo@outlook.com • (619) 794-4411 • https://austin-keith-vigo.github.io/portfolio/

EDUCATION:

Bacherlor's of Science, Computer Science - *UC Irvine*   **June 2020**

SKILLS:

iOS Development: Swift, XCode, Fastlane, Crashlytics, GIT, Firebase, Unit-Testing
Web Development: HTML, CSS, Javascript, Jquery
Game Development: Unity, C#, Pygame
Other Programming Languages: C++, C, Java, Python
Soft Skills: Leadership, Communication, Coachable, Resourceful

PERSONAL PROJECTS:

Messaging Application
- Implemented Firebase to create a messaging app between multiple Authorized users on iOS.

2-D Platformer
- Developed a 2-D Platformer in Unity that implemented dash and wall-jump mechanics.

Personal Website
- Taught myself HTML, CSS, Javascript, and Jquery to develop my website.

ACTIVITIES:

Video Game and Design Club   **October 2018 - December 2018**
- Led a team of 6 beginner programmers to build a game using the Unity game engine.
- Spearheaded the development of the programmers with Unity and C#.
- Assigned roles and responsibilities to each member that pertained to their strengths.
- Used communication skills in times of discourse to find optimal solutions to problems.

EXPERIENCE:

iOS Software Developer Intern — VUSAR (Irvine, CA)   **January 2019 - Present**
Part of a small team of developers to create an augmented reality platform focused towards engineers.
- Developed the functionality to interact with the objects in the augmented reality space.
- Integrated fastlane and crashlytics to save time with beta distribution and testing.
- Implemented the firebase database to read and write object files to the app.
- Recognized for the willingness to learn and open mindedness.

iOS Software Developer Intern — Red Apple (Irvine, CA)   **January 2019 - Present**
Leading the development of the iOS application that helps match Doctors with Patients.
- Wrote over 30 Unit Tests to check the endpoints for the backend AWS Server.
- Created User Interface tests for all the possible flows of the Message feature.
- Practicing Agile Kanban methodology within a small development team.
- Working Closely with Senior iOS Developer and assisting them with their tasks.
- Praised for initiative and Resourcefulness when it comes to solving problems.

Shift Supervisor — Starbucks (Santa Ana, CA)   **June 2015 - January 2019**
Led a team of baristas to serve customers while monitoring inventory and money transactions.
- Reorganized roles and duties of the team according to the needs of guests and strengths of team.
- Communicated clear instructions during shifts to optimize efficiency and reach goals.
- Promoted to a leadership position within a year for mature disposition and leadership.
- Awarded Partner of the Quarter during the first quarter of employment.

Job Shadow — Western Digital (Irvine, CA)   **February 2015**
Shadowed the Systems Design engineer as they performed their day-to-day tasks.
- Observed problem solving techniques as they conducted stress testing on the hard drives.
- Learned communication skills by participating in the daily meetings of the other engineers.