

Austin Vigo

austinvigo@outlook.com • (619) 794-4411 • Santa Ana CA, 92704

EDUCATION:

Bachelor's of Science, Computer Science - UC Irvine

June 2020

SKILLS:

Operating Systems: Mac OS, Windows, Linux (Ubuntu distribution)

Programming Languages: Python, C++, C, C#, Java, Swift

Other: Xcode, ARkit, Github, Command line, Unity, Fastlane, CircleCI, Firebase, Unit Testing

Soft Skills: Leadership, Communication, Coachable, Resourceful

PERSONAL PROJECTS:

Messaging Application

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

Weather Tracker Application

- Utilized Weather Tracking API to retrieve the current weather of a given city.

Space Invaders

- Used pygame library in the game that featured projectiles, hit detection, and enemy motion.

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.

- Improved structure of the app through the use of multiple storyboards.
- 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.

- Improved the user experience of the app by implementing table-view for the patient card.
- Implemented CircleCI to enabled test-driven development for the team.
- Saved the company \$80,000 annually by advocating for the change to Firebase.
- Practicing Agile Kanban methodology within a small development team.

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.
- Upsold donuts by 300% of the goal on national donut day by motivating the team.
- Communicated clear instruction during shifts for 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 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 communications skills by participating in the daily meetings of the other engineers.
- Recognized for willingness to ask questions to gain a better understanding of the tasks.

