

Austin Burnett

859-382-6315 | aburn1011@gmail.com | austinburnett.github.io | linkedin.com/austin | github.com/austin

EDUCATION

University of Kentucky

Bachelor's in Computer Science, GPA: 3.3

Lexington, KY

Dec. 2019 – Dec 2022

BSCTC Community College

Associate's in Science, GPA: 4.0

Pikeville, KY

Jan. 2016 – May 2018

COURSES

Databases, Algorithms & Data Structures, Systems Programming, Data Science, Machine Learning, Web Programming, Statistics

EXPERIENCE

Software Developer Intern | C++

June 2021 – Sept. 2021

Bitwerx, Inc.

Lexington, KY

- Wrote C++ code that affected Veterinary practices across the United States.
- Upgraded our data migrations so that they were more secure & faster.
- Utilized Wix Toolset and wrote XML to completely redesign/upgrade the previous Windows installer by implementing registry search capabilities and conditional installs. This upgrade allows the product, and all its dependencies, to be set up efficiently so that the client is able to easily download our software.
- Parsed a configuration file to generate more connection strings for SQL databases.
- Testing Microsoft Installer on virtual machines.
- Collaborate with other interns.
- Review/Create Pull Requests using Microsoft Azure DevOps.
- Testing C++/C# code to see if data was properly uploaded to Microsoft Azure blob storage.
- Communicate daily with Development team through Microsoft Teams to provide a brief synopsis on my current task.

Backend Developer(Open Source) | Python

May 2021

couchers.org

- Contributed a feature on a Web application with users across the world.
- Used python and flask to send an email to a user once their friend request was accepted.
- Communicate with other developers through zoom, slack, and GitHub.
- Effectively used GitHub and Gitlab to manage, test, and publish my code.
- Utilized pytest to test my code.
- Explored how to use docker in a codebase.

Research Assistant

March 2020 – May 2021

University of Kentucky

Lexington, KY

- Communicate with manager through slack and zoom to receive feedback/update on research task
- Developed/designed web pages for the Classics in Translation Website using Django, HTML/CSS, and python
- Presented the Classics in Translation Website during E-day at the University of Kentucky

PROJECTS

Algorithm Visualizer | C++, SFML

- Developed a way to visualize the algorithm commonly known as "bubble-sort"
- Used GitHub to publish and manage my code

Pong Clone | C++

- Developed a replica of the game commonly known as "Pong" using C++ and SFML
- Learned how to dynamically link a library to my code

TECHNICAL SKILLS

Languages: C++, Python, HTML/CSS, Javascript

Developer Tools: Git, VS Code, Visual Studio, Microsoft Azure, PyCharm, Wix Toolset

Libraries: SFML, libsync