Austin Burnett

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EDUCATION

University of Kentucky — Lexington, KY
Bachelor's in Computer Science, GPA: 3.3 — *Dec. 2019 – Dec 2022*

BSCTC Community College — Pikeville, KY
Associate's in Science, GPA: 4.0 — *Jan. 2016 – May 2018*

EXPERIENCE

Software Developer Intern — June 2021 – Sept. 2021
Bitwerx, Inc. — *Lexington, KY*

- Implemented a more secure/faster way of extracting and uploading data by converting existing usage of librsync whole-file API to Streaming API in C++. This feature removed the usage of reading/writing data to files on disk.
- 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 – Present
couchers.org

- Contributed a feature that sends a confirmation email once a user accepts their friend request
- 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, Docker, VS Code, Visual Studio, Microsoft Azure, PyCharm, Wix Toolset
Libraries: SFML, librsync