Bryan Montalvan

(978) 770-1070 | bmontalvan100@gmail.com | Lowell, MA

linkedin.com/in/bryan-montalvan | www.bryanmontalvan.me

Education

University of Massachusetts Lowell — Lowell, MA

Bachelor of Science in Computer Science, 3.38 GPA — Aug. 2020 – May 2024

Relevant Courses

Computing I-III, Assembly Programming Language, Discrete Structures 1, Logic Design, Calculus 2

Experience

Software Engineering Co-op — January 2022 – Present

Red Hat — Westford, MA

- Proposed and developed a term project to improvise storage monitoring our of clusters in a production cloud environment
- Created Grafana dashboards to provide visualizations and monitoring of deployed clusters on OpenShift
- Utilized ArgoCD to work collaboratively in a GitOps environment using GitHub repositories as our center of truth
- Used innovating technologies such as AWS S3, Kustomize, Prometheus, Thanos.io, Grafana Loki, and actively participated in code reviews

Front End Developer — July 2021 – Present

Engaging-Computing Research Group - UMass Lowell — Lowell, MA

- Specialized in development of a full stack web application using technologies such as CSS, JavaScript, React.js, and Node.js.
- Project's goal is to teach beginner programmers how to code using a web-based 3D/AR/VR environment with a beginner friendly API
- Collaborated with research group members using GitHub and platforms such as Slack and Google Calendar to maintain close communications with co-workers
- Implemented and updated new user experience on the website's reference page
- Incorporated feedback provided by users to improve both user experience and MYR's API

Projects

Yoru | *React.js, Tailwind.js, FireBase, Go, MongoDB* — August 2020 – Present

- Developing a scheduling app which helps users find intersecting available times between users to meet
- Implemented libraries such as React.js and Tailwind.js to facilitate the frontend to focus more on the backend
- Currently learning Go to integrate the backend and authentication on the website

Evil Hangman | *C, CLANG, Linux Command Line* — January 2021 – May 2021

- Created hangman style game where user would guess a selected word but the the closer the user got to the selected answer the program would change the selected answer to prevent the user from winning
- Utilized data structures such as a Binary Search Tree and generic vector to handle the management of data in the game
- Used Makefile and clang to automate compilation

Technical Skills

Languages	C, C++, Go, JavaScript, HTML, CSS, exposure to Java and Python
Web Technologies	React.js, Node.js, Bootstrap, exposure to Redux.js, Vue.js, and Tailwind.js
Technologies	Git, Docker, InfluxDB, MongoDB, Grafana, Prometheus, ArgoCD
Developer Tools	Linux, GitHub, VS Code, Vim, Bash, Slack