Bryan Montalvan

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Education

University of Massachusetts Lowell — Lowell, MA

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

Relevant Courses: Computing 1-3, Assembly Programming Language, Discrete Structures 1, Logic Design, Calculus 2

Experience

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. Program objective is to teach beginner programmers on how to code using a web-based 3D/AR/VR environment
- Collaborated with research group members using GitHub and used 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

Student Leader — June 2021 – August 2021

SoarCS - UMass Lowell — Lowell, MA

- Served as a student leader and mentor for a summer bridge program aimed to give incoming college students a sense of Computer Science technologies and resources before their first year
- Educated students on various technologies such as Python, JavaScript, and Google Colab
- Collaborated with a team of 4 other student leaders to create and update program curriculum
- Was tasked with creating presentations, slides, and handouts for students
- Committed to creating an inclusive environment while strengthening technical skills

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++, JavaScript, HTML/CSS, exposure to Java and Python
Frameworks: React, Node.js, Bootstrap, Material-UI, exposure to Redux.js and Tailwind.js
Developer Tools: Git, Github, Linux VS Code, Visual Studio, Visual Studio Code, bash/zsh shells
Other Skills: Fluent in Spanish, experience with Slack, Microsoft Teams, Google Suite, Google Developer Tools