

# Bryan Montalvan

(978) 770-1070 | [bryan\\_montalvanarevalo@student.uml.edu](mailto:bryan_montalvanarevalo@student.uml.edu) | Lowell, MA

 [linkedin.com/in/bryan-montalvan](https://www.linkedin.com/in/bryan-montalvan) |  [www.bryanmontalvan.me](http://www.bryanmontalvan.me)

## EDUCATION

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### 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

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### 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

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### Portfolio Website | *HTML, SCSS, JavaScript*

August 2020 – Present

- Developed static web page to display personal projects, resume, and experience as a student web developer
- Used SCSS, a popular CSS Preprocessor, to style the web page instead of plain CSS

### Evil Hangman | *C, CLANG, GNU/Linux*

January 2021 – May 2021

- Created hangman style game where user would guess a selected word but 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

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**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