Justin Clayton McCune

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Education

Bachelor of Science in *Computer Science, Software Engineering*   GPA: 3.2
Oregon State University – Cascades, Bend, OR   Expected Graduation: December 2021

Technical Skills

C#, C++, JavaScript, Python, Go, Java, PHP, SQL, Node.js, Ruby, JSON, jQuery, aJax, Bash, Azure, Zapier, Google Tag AWS, Manager, Facebook Pixel, Google Analytics, Markdown, Google Apps Script, Heroku, Visual Studio, MongoDB, Git, Linux CLI, GitHub, VIM

Software Development Experience

Lead Developer, **Mazama Media,** Bend, OR   October 2019 – Present
- Promoted to Lead Developer from Jr. Developer in less than three months
- Outline projects and establish goals with Jr. Developers to ensure a smooth integration with existing codebase
- Review work completed by the team to offer constructive feedback and maintain clean integration with other teams
- Communicate with clients on a daily basis to establish the scope of projects and ensure successful delivery
- Maintain RESTful applications, written in C# and JS that are responsible for processing inventory feeds and analytics
- Manage web applications, SQL database and Node database on the Azure platform
- Improve, rebuild and redeploy various applications with new features and more secure API endpoints
- Develop custom solutions for clients and integrate them into automated sales funnels

Jr. Developer, **Mazama Media,** Bend, OR   July – October 2019
- Wrote documentation for new tools and development processes
- Established relationships between Facebook messenger and various APIs via REST calls and webhooks
- Formulated new chat features including CRM interface, in-app purchases, travel time, and conversion analytics
- Built a custom chat integration that allowed for customers to apply for a government-subsidized cell phone without having to leave Facebook; effectively reducing the Cost Per Conversion by 88%

Related Projects

Software Engineering, OSU-Cascades, Bend, OR   September - December 2019
- Built multiplayer space-adventure game with Go (server side) and JavaScript(client side)
- Deployed the game to Heroku via Git in a continuous manner while increasing API endpoints and game features

Web Development, OSU-Cascades, Bend, OR   April – May 2019
- Developed a dynamic single-page application website using MongoDB, Express and Node backend
- Designed AJAX methods to transfer all information to and from the server hosted on AWS

Computer Architecture and Assembly Language, OSU-Cascades, Bend, OR   January – March 2019
- Programmed a computer from first principles; built necessary logic gates, implemented the ALU, composed an assembler with Python and assembly language and established operating system

PHP Web Development, Portland Community College, Portland, OR   January – March 2016
- Created a bookmarklet that allows the user to check any websites accessibility according to WCAG standards
- Wrote a combination of PHP and SQL to communicate with the database and retrieve information

Volunteer Experience

Participant, **AWS Gameday,** Bend, OR   October 2019
Assistant, **OSU Summer STEM Academy** Bend, OR   August 2019
Volunteer, **Github Workshop,** Bend, OR   March 2019

Other Work Experience

Student Worker, **OSU-Cascades Library,** Bend, OR   October 2018 – June 2019
Customer Service Representative, **Miracle Greens Dispensary,** Bend, OR   March 2017 – April 2019
Front-of-House Manager, **Miracle Greens Dispensary,** Bend, OR   July 2017 – September 2018
Kitchen Manager/Guest Satisfaction, **Mio Sushi,** Bend, OR   October 2016 – March 2017
Customer Service Representative, **Alaska Shore Excursions,** Bend, OR   July 2016 – September 2016