

Justin Negron

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EDUCATION

University of Nevada, Las Vegas

December 2023

Bachelor of Science in Engineering; Computer Engineering | Bachelor of Science in Computer Science

Minor in Mathematics

Cumulative GPA: 3.31 | Honors: Dean's Honor List Fall 2022, Spring 2023

SKILLS & CERTIFICATIONS

Software Languages: Java · C++ · C · Python · TypeScript · Node.js · Ruby · HTML · CSS · x86 · MIPS · RISC-V

Software Tools: Git/GitHub, Jira, React, Express, Visual Studio, MySQL, Azure

Hardware Languages: SystemVerilog · Verilog · VHDL · C · Python

Hardware Tools: RTOS, Quartus II, ModelSim, Arduino IDE

Certifications: CodePath Advanced Software Engineering (May 2022 – August 2022)

RELEVANT EXPERIENCE

Bank of America – Software Engineer Intern | Charlotte, NC

June 2023 – August 2023

- Emulating real-user behavior with VUGen C scripts to conduct system-wide performance testing on LoadRunner
- Maintaining multiple Test environment tables to replicate Production for accurate Test results
- Enhancing Python script—that converts LoadRunner analytics to Excel DF—to also compare results with previous test
- Upgrading existing Python scripts to integrate Dynatrace analytics using the Dynatrace API

Fire by Design – Software Engineer Intern | Las Vegas, NV

May 2022 – January 2023

- Developed a Ruby on Rails web application to replace manual Excel inventory management
- Added a CSV import to upload existing Excel spreadsheets to populate DB tables
- Implemented a binary search algorithm to search all Products and relative Parts

Westinis Inc – Software Engineer Intern | Las Vegas, NV

June 2021 – August 2021

- Extracted geo-location data points from IoT devices and Smartphones with Blazor WebAssembly
- Calibrated geo-location data points to be displayed on XAML Map Interface
- Evaluated if existing Razor pages could be upgraded to Blazor pages

PROJECTS

University Discord Bot – Discord Bot & Backend Developer | Team of 10 | 1st Place

[View Project](#)

- Programmed an auto-scaling Ticketing System that allows one ticket open per Student per Class
- Replaced testing environment variables with dynamic variables project-wide
- Deployed Unit Tests for Ticket and User controllers
- Utilized: Discord.js, PostgreSQL, Jest, React, GitHub Actions, Husky

Autonomous Mobile Robot Swarm – Hardware Engineer | Team of 4

[View Project](#)

- Designing a Mobile Robot Swarm of 4+ units to autonomously explore any planet with no boundary
- Enabling the use of RF RSSI for each unit to maintain a strong signal between at least 3 other units
- Implementing the localization of data points using 3 units to recalibrate a units specific position
- Utilized: STM32 MCU, 9-DoF IMU, Sub-GHz RF, RTOS, RSSI

LEADERSHIP & AFFILIATIONS

RebelHacks | Organizer | University of Nevada, Las Vegas

April 2024

CodePath | Community Member | Remote

May 2022 – Present

Nepantla Program | Alumni | Nevada State College

May 2017 – August 2017