

Jair Bacaycay

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About	A versatile software engineer educated in computer science topics of data structures and algorithms and front-end topics such as UI/UX and user-centered design. Has three years of experience working in the life science field, particularly working in the realm of digital clinical-trials and medical research, developing and delivering quality software over breadth of development lifecycle either as team lead or active team player.
Education	B.S. in Cognitive Science specializing in Human Computer Interaction from University of California, San Diego, 2019 A.A. in Computer Science MiraCosta College, 2017
Skills	Java, C++, Python, HTML, CSS/SCSS, Blockly, Angular 2, JS, JQuery, Groovy, and Bash scripting.
Experience with:	Agile development cycle and methodologies, Android studio, object-oriented programming, advanced data structures, design patterns, familiar with using RESTful APIs, Git version control, and BPMN 2.0 workflow engines.
Employment	Software Engineer at snapIoT September 2017 – present: Active team member in development team using company's snapClinical platform and workflows to develop and upkeep mobile apps and software for clinical trials. In addition, have gained experience with Android development working across multiple client projects. Was team lead of a web application project not only developing, but also managing a team of four people working against aggressive deadlines to successfully deliver a polished product to client and working closely with QA for quality control. Software Engineer Intern at snapIoT May 2017 – September 2017: Worked in QA writing test cases and testing internal and partner software. Shifted to mobile software development as the company began to focus on digital and mobile-based clinical trial solutions. Advanced Certified Tutor, level II, MiraCosta Tutoring and Academic Support (TASC) 2014 – April 2017: Math (algebra to multivariable calculus) and computer science tutor.
Projects	Personal Website (jairlb.github.io) 2019: Personal portfolio website and final project for last undergraduate class. An exercise of user-centered design and using HTML/CSS and JS. Team Nourish 2017: Nutrition-tracking website and companion Android mobile app made in five-member team. Won technical difficulty award at Spring 2017 Women's Hackathon at CSUSM. Responsible for concept and writing website pages using HTML/CSS and JS. Photo Steganography (For Class) 2016: Java program encodes and decodes secret text invisible to the naked eye from a .png file utilizing Huffman tree encoding. Responsible for making wireframes, UML, GUIs, and debugging out of three-member project. 4Refugees 2016: Website provided helpful everyday information, language assistance, and other humanitarian resources to help refugees in America made using the anaZana website builder. Won Originality and Impact award at the Women's Hackathon Spring 2016. Acted as both PM and website designer out of four-member team.