Justin Hartfield

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**Summary**

BS Computer Science graduate with experience in programming targeting a full-time entry-level opportunity in software engineering.

**Education**

B.S Computer Science (Software Engineering) May 2020

Arizona State University, Tempe, AZ

**Technical Skills**

* Software – Visual Studio, Eclipse, PyCharm, Axure RP, Dr Racket, VMware/Virtual Box
* Functional Skills – Object Oriented Programming (development, testing, debugging), Software Architecture, E-Commerce
* Programming Skills – Python, Java, C++, C#, JavaScript, HTML, CSS, SOAP and RESTful web services

**Professional Experience**

**Nano Hearing Aids: E-Commerce Specialist** August 2018 – May 2019

Worked for a startup online e-commerce company alongside a team of 20 individuals to provide cheap and affordable hearing aids. Made our day to day operations more efficient via introduction of new technologies. SEO (search engine optimization) expert.

**Microsoft – Education at Work, Tempe, AZ: Customer Support Specialist** May 2019 – November 2019

Worked as a customer support specialist for Microsoft. Troubleshoot and resolved complex technology problems and became the “go-to” for hard problems while delivering a premium customer service and attracting repeat customers.

**Arizona State University – Tempe, AZ: Technology Consultant** July 2019 – May 2020

Worked at ASU helping both professors and students troubleshoot technological issues.

**Projects**

**Poker and Blackjack game**

This game was coded in Java and implements a very aesthetic GUI. Single-player, on start asks if you want to play poker or blackjack and then user must enter buy in and bet sizes to begin play.

**Stock Market Analyzer**

This program was made in C# and actively tracks stock prices and aims to predict what stocks to buy and when to sell. Uses an API to pull stock prices and graphs them based on their nodes and edges. If a potential “Cup and Handle” or “U” graph is forming it notifies user. Successfully back tested for profit.

**Compiler**

Programmed a working compiler in C++ that implements Hindley-Milner type checking. Whole project consisted of over 2,000 lines of code. Created a class called Lexer.cc to actually parse through the inputs and act according to how a real compiler should, example // would be read as a comment and no action taken.

**Autonomous Vehicle:**

Collaborated in a team of 4 to both build a Lego-like car and program it to maneuver through a maze unassisted. I came up with the idea to have two builders and two programmers based on our skillsets and I was the programmer “lead” for this project.

**Software Engineering Project:**

Collaborated in a team of 4 to build a program in Java that calculates how many words, sentences, and paragraphs are in any .txt file that is uploaded. Created the GUI for this project by myself using Swing. I was the primary “tester” within the group which involved knowledge of equal partitioning and boundary analysis. Took it upon myself to be the scrum master in which I made sure everyone knew due dates and what was expected for each sprint.

**Debugging Module**

Worked along a group of four others to tackle the problem of communicating the debugging mentality. Developed a free application that includes lessons and quizzes on this topic. My roles included being scrum master and programmer.

**Volunteering, Leadership, and Extracurriculars**

**Phoenix Philanthropists: Volunteer**

Volunteer with the Phoenix Philanthropist organization. The non-profit helps individuals who are in need of help within the Phoenix metro area. Some events include: packing food boxes for the hungry, harvesting trees for the elderly and hiking trail trash pickups.

**Clubs:** Member of the ASU Chess Club and Software Developers Association (SoDA).