Jinrong Pettit

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EDUCATION

California Polytechnic State University, San Luis Obispo   San Luis Obispo, CA
Bachelor of Science in Computer Science | GPA 3.8   *Expected June 2025*

- **Relevant Coursework:** Data Structures, Object-Oriented Programming, Systems Programming, Computer Architecture, Algorithms, Software Engineering, Database Systems, Programming Languages

EXPERIENCE

The Boeing Company   San Luis Obispo, CA
Jr. Software Developer   *October 2023 – Present*

- Utilized **Java** and the **Spring** framework to create essential features for a DoD application, delivering a **20%** performance enhancement for over **30,000** global users
- Developed automated **JavaScript** test cases, seamlessly integrated into the **Jenkins CI/CD,** boosting overall testing efficiency by **33%** and optimizing end-to-end workflows for enhanced efficiency and continuous delivery
- Applied targeted optimizations to **React** components, resulting in a **25%** reduction in page load times and an **18%** increase in overall frontend responsiveness

United States Space Force   Vandenberg SFB, CA
Software Engineering Intern   *June 2023 – September 2023*

- Developed a web application for the Western Range Execution System to support spacecraft launches, streamlining workflow and increasing space operator efficiency by **35%**
- Worked on migrating the platform from **Vue2** to **Vue3,** leveraging the latest features for enhanced performance
- Designed and optimized RESTful APIs using **C#** leading to a **22%** reduction in API response times
- Implemented a **C** signal handler for the Automated Meteorological Profiling System, enabling graceful termination and controlled shutdown

CS + Social Good   San Luis Obispo, CA
Technical Lead   *May 2023 – Present*

- Led team of 12 developers in creating a web app enhanced mental health resource accessibility at Cal Poly
- Conducted code reviews, set standards for high-quality code, reduced bugs, and increased overall team efficiency
- Mentored team on the communication between backend systems and databases, ensuring efficient data processes

Full Stack Developer   *Oct 2022 – May 2023*

- Created responsive user interfaces using **React**, ensuring user experience across multiple devices and screen sizes
- Implement a back-end server using **Node.js/Express** middleware to communicate with a **MongoDB** database, allowing users to save and retrieve data in real-time

PROJECTS

Spotify Profile   *Node.JS | Express | React | Spotify API | Heroku*

- Utilized **Node.js** and **Express** to handle API requests and communicate with the **Spotify API**, allowing for real-time data updates and improved performance
- Implemented user authentication and authorization using Spotify's OAuth flow to ensure the security of user data and prevent unauthorized access

C Shell   *C | Unix*

- Developed a **C** shell, a command processor that facilitated user interactions with the command system
- Utilized C-based **system calls** (e.g., fork, exec) and proper resource management of processes and pointers

Virtual World   *Java | JUnit*

- Designed and implemented an object-oriented **Java** project using principles of inheritance, encapsulation, and polymorphism
- Improved code quality and maintainability through refactoring, providing enhanced performance and reliability

SKILLS

- **Languages:** Python, Java, C, JavaScript, HTML/CSS, SQL, C++, C#, Assembly
- **Frameworks/Tools:** Node.js, React, Express, Git, MongoDB, Spring, Jest, Cypress, Vue, Linux, Bootstrap, Heroku