Justin M. Miron

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EDUCATION

University of Illinois, Champaign-Urbana, IL
Bachelor of Science in Computer Engineering**,** May 2017 — Class Level: Junior
GPA: 3.68/4.0 — James Scholar Honors

Related Coursework:

Algorithms and Models of Computation	CS 374	Computer Systems and Programming	ECE 220
Computer Systems Engineering	ECE 391	Analog Systems and Signals	ECE 210
Data Structures and Software Principles	CS 225	Power Circuits and Electromechanics	ECE 330

INTERNSHIPS

May 2015 – August 2015 — **Viasat Inc.** — Carlsbad, CA
Software Engineering Intern

- Expanded functionality of an ACU (Antenna Control Unit) simulator to support new antenna types and upgrades to the ACU.
- Modified the ACU simulator code to support real-time modification of message data.
- Designed a graphical user interface using Swing and Eclipse's window builder and interfaced it with previous command line operation.

WORK EXPERIENCE

January 2014 – Present — **Technology Services, UIUC** — Champaign, IL
IT Site Consultant

- Diagnosing and troubleshooting a wide range of software, hardware and networking issues.
- Providing a high-level of customer service to faculty and students utilizing CITES hardware.

August 2015 – Present — **University of Illinois** — Champaign, IL
Engineering Learning Assistant

- Instructs and facilitates an ENG 100 section of approximately 20 students.
- Provides direction and guidance for new engineering students adjusting to college and engineering.

PROJECTS

Music Swap – Android Music Suggestion App

- Developed using: Java (Android), Node.js, mongoDB. Developed an app to facilitate discussing and suggesting music with other users based on a matching system.
- Designed and implemented an Android application that utilized web sockets to communicate with a hosted Node.js server. Used a mongoDB server to store user data and connection information.

UpNext – Group Jukebox Web Application (Viasat Corporate Hackathon 2015)
Developed using: HTML, Javascript, Node.js, Mopidy

- Collaborated with three interns to design and implement a jukebox based on a voting system to better handle group settings.
- Interfaced my team's front-end web client with a Node.js server that controlled voting and communicated with the Mopidy music server.

COMPUTER SKILLS

Languages and Technologies:
Most experienced with Java, C++
Working knowledge of C, Python, x86 Assembly
Familiar with Node.js, mongoDB, HTML, Javascript

ACTIVITIES

Habitat for Humanity, Climbing Club, Badminton Club