Justin M. Miron

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Education

University of Illinois at Urbana-Champaign

Bachelor of Science in **Computer Engineering,** May 2017   Class Level: Junior
GPA: 3.68/4.0   Dean's List, James Scholar Honors

Related Coursework:

Algorithms and Models of Computation,	Data Structures and Software Principles,	Analog Systems and Signals,
Computer Systems Engineering,	Computer Systems and Programming,	Power Circuits and Electromechanics

Languages and Technologies:

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

Internships

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

- Expanded functionality of an ACU (Antenna Control Unit) simulator to support new antenna types and hardware changes to the ACU.
- Modified the ACU simulator code to support real-time modification of message data through a new graphical user interface.

Work Experience

CS 225 – Data Structures   Urbana, IL
Course Assistant   August 2015 - Present

- Work with students in lab sections and at personal office hours to ensure their understanding of the material.
- Assist in the development of tools to improve the quality of the course.

ENG 100 – Engineering Orientation   Champaign, IL
Engineering Learning Assistant   August 2015 – Present

- Instruct and facilitate an ENG 100 section of approximately 20 students.
- Provide direction and guidance for new engineering students adjusting to college and engineering.

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

- Diagnose and troubleshoot a wide range of software, hardware and networking issues.
- Provide a high-level of customer service to faculty and students utilizing Technology Services hardware.

Projects

KoalaWM – X11 Window Manager | C, XCB Libraries

- Designed and implemented a window manager with support for dynamic tiling, multiple desktops, and window management through key bindings.

Music Swap – Android Music Suggestion App | Java (Android), Node.js, mongoDB

- Built 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 | HTML, Javascript, Node.js, Mopidy

- Interfaced my team's front-end web client with a Node.js server that controlled voting and communicated with the Mopidy music server.

Campus Involvement

ACM – Embedded Systems SIG, Habitat for Humanity, Badminton Club, Recreational Volleyball