

Joey Orofino

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EDUCATION

Georgia Institute of Technology | *Bachelor of Science in Computer Science*

Expected December 2024

- Major GPA: 3.75

EXPERIENCE

Georgia Tech | *Head Teaching Assistant - Data Structures & Algorithms*

Fall 2023

- Authored Georgia Tech's award-winning MOOC, teaching 20,000+ students Java, Data Structures & Algorithms
- Lectured 1200+ students in substitution of professors, improving my public speaking and teaching skills
- Interviewed 155 TA applicants, resulting in a 150% increase in candidates than previous semesters
- Managed a team of 55 TAs by organizing and overseeing course logistics

Google DSC - Georgia Tech | *Head Technical Lead*

September 2022 – Present

- Hosted React.js and Firebase workshops, teaching advanced topics to over 300+ club members each semester
- Managed website development for non-profit organization, increasing donations and organization growth by 50%
- Taught JavaScript, Google cloud tools, and GitHub in weekly office hours and events
- Mentored and assisted 10+ other club leads each semester

The Red Bean | *Shift Leader, Barista*

June 2020 – August 2021

- Managed store operations for 500+ patrons per shift

SKILLS

Programming

React, Java, JavaScript, HTML, CSS
Firebase, C, Kotlin, Assembly, C#, Python,
MongoDB, Express, Flask

Concepts

UI/UX Design, Human-Computer
Interaction, Algorithms, Agile, UP, AI/ML,
Combinatorics, Graph theory

Tools

Figma, Git, GitHub, Jupyter Notebook,
IntelliJ, Android Studio, Unity

PROJECTS

Discrete Math Learning Platform | *Rules of Inference Auto Generator/Grader*

January 2023 – Present

- Conducted user research to develop a understanding of user stories and requirements to inform software design
- Formulated product feature map through client meetings, resulting in a clear roadmap for project development
- Built high-fidelity prototypes using Figma resulting in a visually stunning and user-centered interface
- Utilizing MongoDB, Express, React, and Flask to help 1000+ students to develop Discrete math skills

Gamified Learning Platform | *Human-Computer Interaction Project*

August 2022 – January 2023

- Synthesized user research on 1000+ sized user-group to develop interactive learning platform
- Developed Figma prototypes to support UX design, resulting in a stunning interface that solved user problems
- Conducted usability tests and evaluations on the UI, identifying areas for change that enhance user experience

Visualization Tool | *Data Structures & Algorithms*

August 2022 – Present

- Improved upon interactive visualizations using React/JavaScript, helping 1200+ students visualize complex topics
- Implemented reactive pseudocode visualizations giving users a better understanding of various algorithms

Restaurant Landing Page | *React.js website*

August 2022

- Created Restaurant template website that enables customers to learn more about local businesses
- Developed fully responsive interface using CSS BEM model and advanced React.js techniques

Game Suite | *Objects & Design Class Project*

May 2022 – August 2022

- Integrated and created unified process artifacts and models to better perform a Agile iterative design process
- Developed an Android app with Chess, Blackjack, and Wordle, gaining mastery of Object Oriented Programming

INVOLVEMENT

Robotics Outreach Club | *Georgia Tech*

August 2021 - Present

- Volunteered at large community robotics events, helping educate and inform youth kids interested in robotics
- Advocated for more funding to help host larger community and campus wide events