

# Joey Orofino

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## EDUCATION

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

Expected May 2024

- Major GPA: 3.67

## EXPERIENCE

**Google DSC - Georgia Tech** | *Technical Lead*

September 2022 – Present

- Lectured Google Firebase data storage and user authentication technology to over 300 members
- Managed club-wide project to create a website for the non-profit organization Climate Reality Project Atlanta
- Taught Google technologies and core programming concepts in monthly workshops
- Developing club's internal technologies to improve member involvement and engagement

**Georgia Tech - College of Computing** | *Teaching Assistant - Data Structures & Algorithms*

June 2022 – Present

- Assisted in teaching 1000+ students key concepts of programming, data structures, and algorithms
- Instructed weekly recitation lectures for 100+ registered students
- Guided students through homework's and course material in 3-hour weekly office hours
- Enabled student success through detailed feedback on homework's and daily quizzes

**The Red Bean** | *Shift Leader, Barista*

June 2020 – August 2021

- Managed and maintained store operations for 500+ patrons per shift
- Trained 10 new employees in customer service, business operations, and workflow procedures

## SKILLS

### Programming

JAVA, React, JavaScript, HTML, Firebase, C, Kotlin, Assembly, CSS, C#, Python, GO

### Concepts

Data Structures and Algorithms, Agile, Unified Process, Scrum, Human-Computer Interaction, Computer Organization, UI Design

### Tools

Git, GitHub, VSCode, IntelliJ, Android Studio, Unity, Figma

## PROJECTS

**Learning Management System** | *Human-Computer Interaction Project*

August 2022 – Present

- Conducted in-depth user research on 1000+ sized user-group via interviews, surveys, and interaction
- Synthesized user research through task, personas, and story boards to generate solutions to problems
- Utilized user analysis to iteratively create prototypes to aid user group (see [process book](#))

**Visualization Tool** | *Data Structures & Algorithms*

August 2022 – Present

- Enhanced [csvistool.com](http://csvistool.com) which enables 1000+ students to visualize structures and algorithms
- Implemented reactive pseudocode visualizations for various algorithms in JavaScript (see [website](#))

**Database Manager** | *Google Firebase Project*

August 2022 – Present

- Integrated real time database to store and manage user accounts using Firebase and JavaScript

**Game Suite** | *Objects & Design Class Project*

May 2022 – August 2022

- Collaborated with 4 partners to develop Chess, Blackjack, and Wordle games in Kotlin
- Integrated and created unified process artifacts and models for Objects and Design course

**PaperPlanes** | *Video Game Development Club*

January 2022 – May 2022

- Collaborated with 45 club members to develop large scale interactive game in C# and Unity

## INVOLVEMENT

**Robotics Outreach Club**

August 2021 - Present

- Volunteered at community robotics events, including VEX, FIRST, and BEST Robotics competitions
- Helped educate, inform, and promote robotics within local and large community events

**Chess Club**

August 2021 – Present

- Developed intellectual and problem-solving skills while connecting with peers