

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
- Leading 300 member club-wide project to solve community issues using Google technologies
- 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

Visualization Tool | *Data Structures & Algorithms*

August 2022 – Present

- Enhanced csvistool.com which enables 1000+ students to visualize structures and algorithms
- Implemented reactive pseudocode visualizations for various algorithms in JavaScript

Learning Management System | *Human-Computer Interaction Project*

August 2022 – Present

- Conducted user interviews to assess and solve issues in Data Structures & Algorithms course
- Designed LMS website that allows students to easily access and learn complex course material in Figma

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
- Spent hours learning all of the lines to the Queen's Gambit