Julian Sanchez

jws22@fsu.edu • linkedin.com/in/julianwsanchez • https://julsan.dev • github.com/jul-san

EDUCATION

Florida State University   **Tallahassee, FL**
Candidate for Bachelor of Science in Computer Science   *Expected May 2026*

- **Skills:** C++, Java, JavaScript, Python, TypeScript, HTML/CSS, JSON, Git, React, Vim/Neovim, Excel, Word, Agile
- **Involvement:** Vice President-Internal of SASE, University Honors Program, Chess Club
- **Clearance:** Active security clearance at '**Secret**' level with **Special Access Program** – initiated January 2023

RELEVANT EXPERIENCE

Northrop Grumman   **Melbourne, FL**
Software Engineer Intern   *May 2023 – July 2023*

- Designed plugins in **Java** and **JavaFX** for a message reporter that imports **100000+** recordings of simulated flight test data and processes select recordings into **CSV** files.
- Altered pre-existing code to allow compressed files sized **500+ gigabytes** to import within **10-15 minutes.**
- Utilized **Atlassian Bamboo** to test plugins in a various **XML** build scripts and modified the scripts to increase build efficiency by **5-7%**
- Developed a **Python** app with **Tkinter GUI** that parses **200+ JSON** files and modifies elements based on user input.

Code Ninjas   **Wellington, FL**
Code Sensei   *May 2022 – August 2022*

- Mentored over **20** children **ages 7–14** on computer science concepts through **block coding** in **JavaScript.**
- Assisted lead instructor in lesson development which lead to increasing participation rates by **50%**.
- Served as a tech support in **10+** instances and troubleshooted multiple software issues that occurred.

FIRST Robotics   **Wellington, FL**
Programmer   *August 2018 – March 2022*

- Organized a pair-programming environment divided into more than **5** groups working in different functions.
- Programmed in **Java** to allow an Xbox 360 controller to facilitate basic movements for the robot.
- Engaged in weekly code reviews resulting in **more than 20** errors to be corrected to allow functionality.

TECHNICAL PROJECTS

Big Integer Class
School Project

- Designed a 'Big Integer' class in **C++** that creates an object to store numbers larger than existing data types.
- Structured using **object-oriented programming** with **dynamic arrays** to store each digit in a unique index.
- Utilized **dynamic memory allocation** and **operator overloading** to store and calculate values in each array.

Personal Website
Personal Project

- Developed an online website with **TypeScript** and **React JS** that serves as an online resume free for to view.
- Utilized **Chakra UI** and **React Router DOM** to fit personal design specifications of the website.
- Included a section to display entries about several topics such as current events and personal thoughts.

Mouse Hover Game
School Project

- Developed using **block coding** in **JavaScript** in Code.org with a drag-and-drop **HTML/CSS** implementation.
- Users are given 10 seconds to hover their mouse over a set of randomly generated colored circles.
- Scores are kept in an array and a total of **3** unique message are displayed based on the score achieved.