Justin Time Hutchins

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Education

University of Michigan **Ann Arbor, MI**
Computer Science, B.S., Honors Program *Class of 2022*
Current G.P.A.: 3.6 / 4.0
Awards: University Honors F18, F19, F20

Work Experience

CrowdStrike **Remote**
Software Engineer Intern *May 2021 - August 2021*

- Migrated cloud microservices written in Go to modules using Jenkins CI pipelines and Spinnaker for CD to a multi-cloud environment. Documented migration workflow and presented work and findings to the Cloud engineering team.
- Independently developed a tool using Bash and Python to create directed graphs of Go package dependencies. The tool was adopted by the Cloud Developer Experience team to help visualize and plan the module migration project.
- Worked as an SDET to improve the quality of existing features by writing integration tests. Validated public microservice API endpoints using the Pytest framework.

Learning A-Z **Remote**
Software Engineer Associate *September 2020 - April 2021*

- Navigated a code base of over 80,000 files to diagnose issues, locate problematic code, and develop an effective solution while increasing the quality of the existing code. Created detailed bug reports using FogBugz issue tracking software.
- Followed an efficient workflow, using Git and GitLab to create branches with proposed fixes and open merge requests to patch changes into the product. Successfully merged 33 branches after undergoing code review by senior engineers.
- Participated in weekly code inspections with a team of 7 engineers of varying experience to refine clean code practices.

Software Engineer Intern *May 2020 - August 2020*

- Implemented a user-facing search feature using object-oriented PHP patterns, AngularJS components, complex MySQL statements, Solr full-text search indexing, and Git for version control. Project consisted of 1,300 lines of code across 21 files and included unit tests developed with the PHPUnit framework that reached 88% line coverage.
- Communicated frequently with a mentor and a team of 90+ engineers to learn the existing product codebase.
- Researched web application technology stacks and presented findings in a live demonstration that outlined how to stand up the LAMP stack on a Digital Ocean server in 10 minutes using Git and GitHub for development and deployment.

Projects

Flutter *April 2021*

- Contributed to the open source Flutter project on GitHub by claiming open issues, implementing effective solutions, and landing pull requests to merge changes. Successfully resolved 3 issues related to the Flutter framework with pull requests.
- Conducted extensive quality assurance on proposed changes using mutation testing, regression testing, CI testing, code reviews, and static analysis. Wrote required unit tests for changes which achieved 100% line coverage.
- Communicated with Google software developers to elicit requirements, clarify quality assurance standards, and conduct code reviews, while also engaging in the Flutter contributor community to discuss issues and provide support.

Extracurricular Activities

Michigan Hackers at the University of Michigan
Security Team Lead *April 2020 - Present*

- Prepared for and competed in multiple Capture the Flag competitions including the University of Texas CTF where our team of 4 placed in the 77th percentile out of 697 teams.
- Developed weekly practice challenges and presented solutions in live demonstrations to teach new members about web security, app security, forensics, reverse engineering, and cryptography.

Core Team Member *January 2020 - April 2020*

- Joined the Security Team, working with 15+ other members to learn about MySQL injections, cross-site scripting, and Linux tools.
- Worked with the Interviewing Director to gain practical interviewing experience, perform mock-interviews, critique resumes, solve practice programming problems, and prepare for career fairs and company events.

Skills

Proficient: C++, PHP, Git, Python
Familiar: AngularJS, JQuery, MySQL, C, Assembly, MATLAB, Go, Flutter, Firebase