

## Justin Baum

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<b>EDUCATION</b>	<b>University of South Carolina</b> , Columbia, SC <i>Bachelor's of Science</i> , Computer Science and Mathematics, May 2021      GPA: 3.95 Mathematics GPA: 4.00      Computer Science GPA: 4.00
	<b>Northern Valley Regional High School</b> , Old Tappan NJ September 2013 - June 2017      GPA: 3.60 Varsity Basketball, Chess Club, Investment Club
<b>SKILLS</b>	<b>Languages and Tools:</b> Java, Erlang, ReasonML, Python, L <sup>A</sup> T <sub>E</sub> X, PHP, C, C++, Assembly, HTML, CSS, Javascript, Vi/Vim, Git, Virtualbox, CircleCI, Docker.
<b>EXPERIENCE</b>	<b>Software Engineer Intern</b> NineFX Inc. August 2018 - Present      Columbia, SC • Make contributions to both open source and private projects. • Work with a team of developers following Agile Methodology. • Specialize in Erlang and ReasonML development.
	<b>Computer Science Instructor</b> Pen Education May 2018 - August 2018      Old Tappan, NJ • Create and lead lesson plans for a few students to learn Computer Science. • Curriculum taught the ins and outs of Java and Python, as well as some talk about P vs. NP and security.
	<b>Supplemental Instructor - Calculus 2</b> University of South Carolina January 2018 - May 2018      Columbia, SC • Communicate with professors to build lesson plans that built on class time. • Lead instruction sessions that were founded on the ideologies of the Student Success Center.
	<b>Assistant Coach and Counselor</b> CMEK Allstars Inc. January 2016 - August 2017      Tenafly, NJ • Made sure we followed procedure and maintained safety at all times. • Coached young teams in 2nd-4th grade recreational games.
	<b>HONORS &amp; AWARDS</b> 2018 ACM Intercollegiate Programming Challenge Regional Charleston 2 <sup>nd</sup> Place 2017 ACM Intercollegiate Programming Challenge Regional Charleston 3 <sup>rd</sup> Place
<b>PROJECTS</b>	<b>Graph Theory Library</b> Spare Time Project March 2018 - June 2018 • Wrote data structures and algorithms trying to solve problems such as graph coloring, path-finding, and cartesian product for graphs.
	<b>Minimax Game Engine</b> Senior Year Capstone January 2017 - June 2017      Northern Valley Old Tappan • Learned the basics to game theory, and artificial intelligence. • Wrote a program based on the Minimax Algorithm that could play a multitude of deterministic two player games like Chess.
<b>INTERESTS</b>	Graph Theory, Cybersecurity, Complexity Theory, Functional Programming