

Justin Soberano B.

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EDUCATION

Iowa State University
Bachelor's of Science in *Software Engineering*

Dec. 2025

EXPERIENCE

NASA - National Aeronautics and Space Administration
Software Engineering Intern

Houston, Texas
Jun. 2023 — Aug. 2023

- Spearheaded a multidisciplinary team project in the design and implementation of an internal A.I. model using **Python**, enabling the transformation of images into usable 3D representations.
- Leveraged cutting-edge technologies and best practices in code development, ensuring seamless integration of advanced functionalities into the A.I. model **increasing efficiency and accuracy by 60%**.
- Collaborated closely with various internal branches to ensuring alignment with the agency's standards and integrating feedback for model refinement, **achieving a 95% satisfaction rate** among branch leaders.
- Proactively undertook self-paced learning initiatives in Python and machine learning to bridge knowledge gaps, rapidly mastering key techniques, **directly contributing to the project's timely execution and success**.

NASA - National Aeronautics and Space Administration
Software Engineering Intern

Houston, Texas
Aug. 2022 — Dec. 2022

- Specialized in **C** and **C++** to develop, test, and optimize software for digital twin habitats, **achieving improvements in system performance and reliability** through code optimization and thorough debugging.
- Collaborated closely with engineers and scientists to integrate real-time sensory data into habitat simulations, **improving the predictive capabilities of the digital twins by 40%**.
- Implemented logging and performance monitoring systems in the digital twin software, providing critical insights that **led to a 20% overall performance increase and a 35% reduction in downtime**.
- Cultivated a deep understanding of **C/C++** memory management through dedicated self-study and practical application, **resulting in a 40% reduction in memory usage across the digital twin software**.

INVOLVEMENT

Iowa State University, Department of Computer Science
Undergraduate Teaching Assistant

Ames, Iowa
Jan. 2023 — May 2023

- Demonstrated comprehensive understanding of **Java programming fundamentals and advanced concepts** while assisting students in debugging, code optimization, and development.
- Facilitated weekly lab sessions, **conducted one-on-one consultations and provided constructive feedback**, fostering an environment conducive to student learning.

Iowa State University, Software Engineering Program
Peer Mentor for Software Engineering Students

Ames, Iowa
Aug. 2023 — Present

- **Propelled the academic and professional growth of first-year software engineering students** by providing guidance, resources, and support in understanding fundamental concepts and adapting to college.
- **Organized and led interactive workshops and study sessions**, fostering a collaborative learning atmosphere, and contributed to the development of a supportive community among peers in the program.

PROJECTS

Spinder: The music discovery app — Spotify + Tinder

- Implement a Tinder-like music app using **Java**, **Spring Boot**, and **Android Studio**, integrating with the **Spotify API** to add liked songs to a user's playlist in real-time, ensuring a seamless and engaging music selection process.
- Utilized **MySQL** for user data management to offer personalized music recommendations based on user preferences and interaction history, prioritizing data security and user privacy.

TECHNOLOGIES & SKILLS

Languages and Frameworks: C C++ Java Javascript Python SQL HTML/CSS React NodeJS
Tools: Git Amazon Web Services VSCode JetBrains Suite Android Studio Spring Boot