

Roman Geluz

SOFTWARE ENGINEER

OBJECTIVE

To obtain a Software Engineer position in an innovated work environment, where I would have the opportunity to utilize the skills, experience and knowledge I have acquired in my education and professional experience, to gain additional technical knowledge and deliver value added results to the organization.

Phone Number

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Email

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Github

<https://github.com/rgeluz>

Portfolio

rgeluz.github.io

EXPERIENCE

Software Engineer Intern

Dassult Systemes - Biovia

06/19-09/19

Reinstated CSV import/export functionality for Foundation Hub's REST API. Created several functional tests to verify CSV functionality (**Spock Framework, Groovy, Jira, IntelliJ, Postman, Jenkins, Perforce, Code Collaborator**).

Software Engineer

Forward Slope Inc.

12/15-7/16

Evaluated, researched and developed possible system enhancements to the Comprehensive Automated Maintenance Environment Optimized (CAMEO) system for SPAWAR. Research and prototyped various OSGi Frameworks, dataflow tools and stream processing libraries (**Java, Postgres, Hive on Hadoop, Artifactory, Apache Maven, Apache Felix, Apache Karaf, Apache Service Mix, Apache Kafka, Apache NiFi, Bugzilla, Subversion**).

LIMS Programmer

AltheaDx

12/13-10/15

Primary developer/administrator for company's Laboratory Information Management System (LIMS) (**Eclipse, Java, Apache Tomcat, MySQL, JIRA, GitHub**).

IT Analyst (Contractor)

Solar Turbines Inc.

06/13-12/13

Optimized engineering department's report generation. Significantly reduced overall report generation time by refactoring SQL Views (**Oracle, SQL Server**).

Software Technical Assistant

Celula Inc.

12/09-06/13

Assisted Senior Developers in testing and development of the Celula Laboratory Information Management System (CLIMS) (**Java, SQL Server, Apache Ant**).

EDUCATION

BS in Software Engineering

University of California, Irvine

Expected 2020

- Relevant Courses: Java, C++, C, Data Structures, Assembly Language, Computer Architecture, Calculus I, Calculus II, Discrete Mathematics, Linear Algebra, Boolean Algebra and Discrete Structures, Intro to Software Engineering, Software Design: Applications, Probability & Statistics, Human Computer Interaction, Requirements Analysis, Intro to Data Management, Computer Networks, Analysis of Algorithms, Project Management, Software Testing & Quality Assurance, User Interaction Software, Software Design: Structure and Implementation, Concepts in Programming Languages, Project in User Interaction Software, Senior Design Project I, Principles of Operating Systems, Information Visualization, Internet Applications Engineering, and Senior Design Project II.
- Dean's Honor List (Fall 2018, Winter 2019, Fall 2019 and Winter 2020 Quarters).
- Second Bachelors Program.

BS in Business Administration

San Diego State University

Graduated in 2009

- Distinction in the Major.
- Dean's List Semester Honors.
- Member of Association of Information Technology Professionals (AITP) SDSU Chapter – Executive Assistant.

SCHOOL PROJECTS

Givsum Analytics Page – INF191A & INF191B Senior Design Project.

A two quarter long capstone project involving a real company. Givsum is a platform that allows charitable donors the ability to track and promote their philanthropic interests and provides charities and service clubs with a tool to raise awareness, sell tickets, manage membership, organize volunteers, and collect funds. With a team of six students, we created a analytics page to their existing website, to display metrics such as source, bounce rate, action rate, purchases, donations, demographics, etc. Created Mockups, Prototype, Persona, Chart library research, performed demonstrations, etc. Utilized Jira for project tracking (**VSCode, Ruby on Rails, HAML, Chartkick, Google Analytics API, JIRA, Slack**). <https://www.givsum.com/>.

Tile Matching Game Environment – INF122 Software Design: Structure and Implementation

With a team of eight students, we designed and implemented an extensible Tile-Matching Game Environment (TMGE). We adhered to the definition of a tile-matching game as used in this Wikipedia article https://en.wikipedia.org/wiki/Tile-matching_video_game. We created a Tetris and Dr.Mario game from our TMGE platform. The GUI is built with **JavaFX** and core of the code is written in **Java**. We incorporated Inheritance and the Factory Design Pattern. We also made use of the **Java Platform Module System** for encapsulating packages and **Maven** for build and dependency management.

1410S mini operating system – CS141 Concepts of Programming Languages.

Developed a mini operating system simulation. It simulates the management of multiple users, multiple disks and multiple printers all of which are considered concurrent processes. **Multithreading** is utilized to manage concurrent use of resources. The GUI is built with **JavaFX** and core of the code is written in **Java**. Video of simulation: <https://www.youtube.com/watch?v=SRPuDap8gTA>.

Design Recovery of Unlucky game – INF122 Software Design: Structure and Implementation.

Eight-person team to perform a design recovery of an existing game named "Unlucky". Using the existing codebase, our team reversed engineered and created **UML Class Diagram, UML Sequence Diagram, Use Cases, Package Diagram** and **Component Diagram** (**Eclipse, ObjectAid plugin for Eclipse, Java, Draw.io**).

Calendar Program – INF122 Software Design: Structure and Implementation.

The assignment demonstrates the ability to implement the object-oriented design from a previously created UML Class Diagram, all written in **Java** and with built-in **Java Libraries**. Also, to apply two common design patterns and two refactoring methods to the project. **Design Patterns** implemented were the **Template Method Pattern** and **Singleton**, and the Refactoring methods used were the **Null Object refactoring method** and the **Encapsulation Collection refactoring method**.

Sleep Tracker – INF133 User Interaction Software.

Created a mobile app, which allows a user to track sleep, sleepiness and view logged data (**VSCode, Ionic, Angular, Typescript**).

Spotify Browser – INF133 User Interaction Software.

Created a webpage, which gathers and displays data from Spotify's API (**VSCode, Angular, Typescript, Bootstrap 4**).

Runkeeper Tweet Report – INF133 User Interaction Software.

Created a webpage report, which helps a potential researcher understand a week's worth of tweets from Runkeeper, a popular running app (**VSCode, JavaScript, TypeScript, Vega-Lite library**).

Responsive Portfolio Website – INF133 User Interaction Software

Created a responsive portfolio website, which includes course work, school and personal projects (**Atom Editor, HTML, CSS, Bootstrap 4, JavaScript**).

Roomdr – INF151 Project Management.

Built a prototype for a mobile app, which allows students to search other students for potential roommates (**Figma, PowerPoint**).

TCP Client Server Socket Programming – CS132 Computer Networks.

Created a simple HTTP Server that handles one HTTP request at a time. Created a simple HTTP client that can connect to the HTTP server using TCP connection and send an HTTP request (**Python**).

Name Search – CISC192 C/C++ Programming.

Created a command line program that reads the contents of two files (GirlNames.txt and BoyNames.txt) and indicates whether the name entered, is among the most popular names in the US during 2000 to 2009 (**C++**).

Lottery Application – CISC190 Java Programming.

Created a command line program that simulates a lottery. User enters five digits and the program matches the user's set of numbers with randomly generated numbers and displays a message if the digits match (**Java**).

Online Learning – UDEMY.

Currently learning "Modern React with Redux" by Stephen Grider and "iOS 11 & Swift 4" by Angela Yu (**React, JSX, JavaScript ES6, FakerJS, SemanticUI, VS Code, Swift, Xcode**).

Other Software:

Slack, Selenium Webdriver, NUnit (C#), TestNG (Java), JUnit, Virtualbox, Wireshark, InstallShield, Confluence, Norton Ghost, Gimp, Snagit and Camtasia.
