

Wycliff Lumumba

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EDUCATION

University of Texas at San Antonio

December 2022

GPA: 3.97/4.0

- Honors Bachelor of Science in Computer Science
- Relevant Courses: Analysis of Algorithms, Advanced Software Engineering, Operating Systems, Data Structures, Cloud Computing, Application Programming, Computer Architecture, User Interfaces

EXPERIENCE

Baker Hughes Company

May 2021 - August 2021

Software Engineering Intern | Houston, TX

- Deployed a scalable platform using Amazon ECS, **Docker** to externally manage access to **hundreds of AWS S3** Buckets, secured with **Okta** SSO.
- Researched and implemented solution to stream **1000+** logs in JSON format into **Elasticsearch** using AWS Lambda and visualized with Kibana.
- Supported the platform development team with unit testing inside development environment.

The IMG Studio

June 2019 - August 2019

Software Engineering Intern | San Antonio, TX

- Assisted team in brainstorming for PetSmart pet memorial page utilizing **WordPress** for front end designs.
- Collaborated with video production team to stage and edit marketing commercials for partners and clients.

PROJECTS

StreamEZ Streaming Service | GITHUB

Spring 2022

- Crafted an API-driven, dynamic web application designed to help users find which streaming platforms host their favorite movies and shows.
- Executed using JavaScript, React, Express, Node.js and MongoDB for caching **REST API** data to improve overall site performance.

Algorithm Sorting Visualizer | GITHUB

Fall 2020

- Developed a Java application for visualizing common sorting algorithms in real-time via **JavaFX**
- Implemented Quick Sort, Heap Sort, Insertion Sort, and Bubble Sort.
- Utilized the JavaFX framework for graphical interfaces and animations during sorting.

Traffic Simulator | GITHUB

Spring 2020

- Visually demonstrated cars moving through road intersections using graph and stack data structures to reach their destination.
- Refined the simulation to detect gridlocked intersection scenarios.

Sudoku Puzzle Solver | GITHUB

Fall 2019

- Programmed recursion algorithm in **C** to find best possible solution for user generated puzzle.
- Introduced a backtracking technique to consider all possible solutions.

LANGUAGES AND SKILLS

- **Languages:** JavaScript, C++, C, Java, Python, BASH, AWK, LISP, MySQL, HTML, CSS, React JS, Regex
- **Familiar with:** REST API, Unix Systems, Nginx, Git, Docker, Elasticsearch, Agile, Anaconda
- **IDE/Tools:** Visual Studio, Postman, WordPress, GitHub, Amazon Web Services

AFFILIATIONS AND AWARDS:

- UTSA Presidential Scholarship
- Association for Computing Machinery
- International Collegiate Programming Contests
- **IEEE:** Member of the professional organization