

Victor Amupitan

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Education

IOWA STATE UNIVERSITY, AMES, IA

- Bachelor of Science in Software Engineering
- GPA: 3.90/4.00 (Iowa State's Dean's list all six semesters)

Expected May 2019

Work Experience

SOFTWARE ENGINEER, INTERN

WORKIVA INC, AMES, IA

MAY – AUGUST 2017, MAY 2018 – PRESENT

- Develop features on the client and server sides of a spreadsheets web application to improve usability and user experience.
- Relied upon to solve critical support issues and develop a wide set of general application improvements and optimizations.
- Participate in agile processes like sprint reviews, effort estimation and task creation for epics.
- Improve Quality Assurance by writing unit and integration tests for new and existing features and participating in code reviews.
- Implement major user-experience improvements, coordinating closely with UX resources.

FULL STACK DEVELOPER & RESEARCH

IOWA STATE UNIVERSITY

AUGUST 2016 – MAY 2017

- Provided a web interface for a gene tracing product to make it user-friendly and more usable by a wider audience.
- Developed the frontend with HTML/CSS/JavaScript(jQuery), and the backend with Python (Django).
- Designed the application using a Model-View-Controller (MVC) architecture style.

Skills

Languages

- Go
- JavaScript
- Java
- C++
- TypeScript
- C
- Python
- Dart

Libraries/Frameworks/Databases

- Django
- MongoDB
- Git
- React.js
- Node.js
- Apache Thrift
- React Native
- Docker

Projects

READY SET BALL

- Built a service to help people find and start pick-up games in their community.
- Developed the frontend of the web application using React, and the backend using Go.
- Designed the architecture for the server-side using clean architecture styles to improve testability.
- Enhanced code quality by introducing formal code review and continuous integration.

STUDY CARD MAKER

- Designed a web application to help students create note cards from already typed notes, eliminating manual creation of study cards.
- Implemented the parser using JavaScript and the server as a REST API using NodeJS.

ROGUELIKE DUNGEON GAME

- Developed a roguelike dungeon game in C++ to better understand computer science concepts like data structures, graph algorithms, memory management, and Object-Oriented design.

NAÏVE BAYES MACHINE LEARNING PREDICTOR

- Developed a machine learning predictor to predict the news category a document might belong in.
- Implemented the predictor in C++ using Bayesian estimator and maximum likelihood estimator.

MOBILE APPLICATION DEVELOPMENT

- Initiated the creation of an Instant Messaging mobile app to help people send and receive messages without a language barrier.
- Created the structure and UI components of the cross-platform (iOS and Android) app using React Native (TypeScript).

Leadership & Activities

COMMUNITY ADVISER, IOWA STATE UNIVERISTY RESIDENCE

AUGUST 2017 – MAY 2018

- Developed programs and provided resources on diversity, personal development and academic success.
- Provided advice to residents and responded to routine and emergency situations.

INFORMATION ASSURANCE STUDENT GROUP

MARCH 2017

- Used communication skills to give a presentation on Linux networking tools when I was the club's public relations officer.