

MAE MUSTANG

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EDUCATION

California Polytechnic State University, San Luis Obispo (Cal Poly)

Bachelor of Science Degree in Software Engineering

June 20xx

GPA: 3.6

SKILLS

Languages: Python, Java, JavaScript (AngularJS, Node.js), C, Ruby (Rails), SQL, HTML/CSS (Bootstrap)

Technologies: UML, Git, SVN, REST, JDBC, Mongo, Regex, Rails, Eclipse, Maven, SonarQube, Travis

SOFTWARE EXPERIENCE

Software Engineering Intern | Intuit

Summer 20xx – Present

- Ultimately automated troubleshooting for customer-agent activity across all products to improve UX
- Implemented pipelines to pull CRM data from Salesforce, Splunk, etc. to store on DynamoDB (NoSQL)
- Wrote Python scripts to make API requests and parse JSON records
- Designed and developed a website to support comprehensive access to complex data
- Wrote REST API server using Node.js, Express framework and a UI with AngularJS
- Migrated and deployed website on AWS to allow for cloud storage and scalability

Software Developer | Tapestry Solutions (A Boeing Company)

Winter 20xx

- Developed frontend features on Adaptive Logistics Planning System, Ship Cargo Flow Tool
- Committed features to edit, clone data for use by U.S. Navy in mission planning
- Worked with Java, AngularJS, Flex ActionScript, and Maven to implement features
- Fixed several critical bugs and refactored codebase to prepare releases and reduce technical debt

Software Engineering Intern | Cisco Systems, Inc.

Summer 20xx

- Committed API filter feature to sniff responses now used by AT&T, Verizon, and other SPs
- Worked with Java, Jersey frameworks, and Spring frameworks through Eclipse IDE
- Increased team efficiency of Cisco Talent Acquisition with automated prospect collection
- Developed Indeed Scraper to web scrape resumes off Indeed.com to CSV file for database upload
- Worked with Python, Requests, BeautifulSoup packages

COURSE PROJECTS

reAct (Team of 6) | Android App

Winter 20xx

- Implemented Android application where users may log events, set goals, and visualize their time
- Followed the software engineering process; used RedMine for issue tracking and SVN for version control
- Emphasized 80% code coverage, CI with Travis-CI, and monitored SonarQube metrics
- Focused my efforts on orchestrating the project, defining the model, and writing database operations

Draft Queens Fantasy Football (Team of 4) | Java, JavaScript

Spring 20xx

- Created Fantasy Football Simulation desktop application using 2015 NFL dataset
- Applied Java, JDBC with MySQL database for backend, and Swing widget toolkit for GUI on frontend
- Built multiplayer mock draft website by writing a RESTful API in Node.js and an Angular frontend

NFL Dataset Analysis + ML (Individual) | Python

Winter 20xx

- Followed principles of Data Science to clean, explore, and analyze the entire 2015 NFL Dataset
- Utilized statistical modeling and Machine Learning techniques to make predictions on the success of a play to 66% accuracy
- Used iPython + ScikitLearn, Pandas, Numpy, Seaborn, Matplotlib packages