**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