Elijah Malabuyo

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EXPERIENCE

Software Engineer Intern | Gibber   **June 2023 - October 2023**

Language Translator & International Messaging Services

- Enhanced push notification functionality for 600+ users in Kotlin and Java Spring Boot. Contributed to 3 key features to improve API integration with the mobile app by managing a complex bug fix preventing Android users from receiving notifications in an inactive application state
- Implemented login/registration workflows for Android and IOS with React Native, implementing Figma designs into pixel-perfect, performant, scalable components and pages, reducing user login time by 14%
- Configured user screen time monitoring and daily page view counts, safely transitioned web and mobile app to the updated version of Firebase Analytics to provide dashboard of user activity
- Communicate with lead engineers and product manager daily, participating in bi-weekly sprints consisting of assigned Jira tickets to review and provide feedback on development code, UI designs, and test cases

Lead Web Developer | UMV.MT   **June 2022 - January 2023**

Startup info site for the Cal Poly Dance Organization

- Lead a team of 2 to construct a robust, mobile-friendly React.js application for club users, utilized Tailwind styled components to develop a user interface according to the client's needs and designs
- Reduced development time by 20% by polishing and creating reusable components in Typescript, improving application maintainability, achieved 86% code coverage by providing a suite of tests through Jest
- Managed site's usability on university portal by deploying AWS S3 bucket, provided weekly updates to club content for the organization, version control through Git

Systems Programming Aid | Cal Poly Research   **January - March 2023**

Unix system research on BMP image modifications

- Produced bash scripts to automate test cases for programs that perform bilinear interpolation on RGB values that blend images of different resolutions, testing conducted on Linux operating system
- Led root cause analysis and engineered solution to read 24 bit pixel BMP images into organized struct for bit manipulation in C++, and formulated feature to edit RGB values and pixel image ratio of two images
- SSH file transfer protocol on remote Cal Poly Unix server to transfer necessary files for assignments and to provide program feedback

PROJECTS

Technical Employment Machine Learning   **November - January 2024**

Data-driven talent acquisition optimization   Python | Pandas | Scikit-learn

- Implemented Logistic Regression, Decision Tree, Random Forest, and XGBoost, to predict employment outcomes for software engineering applicants, evaluated and compared model performance using Area Under the Curve, identifying liabilities in talent acquisition and automated recruitment screening techniques
- Leveraged data processing, cleaning, and visualization to perform in-depth exploratory data analysis on web scraped dataset of software engineering job applicants, extracting valuable insights into demographics, education, and employment status

Spotify Youtube Converter API   **April 2023 - May 2023**

Application to convert Spotify playlist to Youtube playlist   Javascript | Node | Express

- Developed backend endpoint that allows authenticated Google users to generate a youtube playlist from a given Spotify URL playlist, utilized react-google-login package in UI to perform Google sign-in
- Manage OAuth2.0 through Google Cloud Console, and utilize Git to collaborate with the front-end team

TECHNICAL SKILLS

Front End: TypeScript, React.js, Next.js, JavaScript, Tailwind, Material UI
Back End: Java, Node.js, Spring Boot, Python, GraphQL, MongoDB, SQL
Testing/Deployment: Jest, JUnit, unittest, Linux, AWS:EC2, AWS:ECS, AWS:Lambda
Other Tools: Git, Docker, Jira, Bash, Agile Methodology, Microsoft 365

EDUCATION

California Polytechnic State University, San Luis Obispo, CA
Bachelor of Science in Economics, Quantitative Analysis | Minor in Computer Science