Miguel Campbell

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SKILLS SUMMARY

- Programming languages: Java, Python, TypeScript, SQL, C++, R Fundamentals
- Tools: Azure DevOps, Git, Django, Spring Boot, Angular, React, Google Firestore, Maven, JPQL

EDUCATION

Bachelor of Science in Computer Science   Expected: July 2023
Minor in STEM Education   GPA: 3.55
University of Arkansas, Fayetteville, AR

EXPERIENCE

Applications Development Intern   June 2022 - Present
J.B. Hunt Transport Inc., Fayetteville, AR
- Converted existing batches to be eligible for Anytime Release through integrating Helm and Kubernetes
- Modernized J.B. Hunt's Training Management System through the development of a Participation API
- Improved J.B. Hunt's Shipper FAQ Page by allowing administrators to change the page contents without requesting developer assistance
- Communicate with full-time development teams in regular SCRUM meetings
- Utilize Azure DevOps to track my current standing in the sprint

ReZerve - Web Developer   September 2020 - January 2022
- Worked with a team of 8 to ideate, create, and maintain a web application purposed for helping stylists book appointments with clients and track their performance
- Adapted to a new, fast-paced work environment where I learned to use new tools on the spot when face-to-face collaboration was not applicable
- Implemented Stripe's Payment API to ensure secure and confirmed payments by all parties involved
- Maintained live web application through regular dependency checks and updating libraries

Telehealth Development/Research Team Member   August 2019 - February 2020
McMillon Innovation Studio, Fayetteville, AR
- Collaborated with a team of 6 members to examine the gap of telemedicine practices in Arkansas, create a prototype to bridge consumers with providers, and present a pitch for our solution to UAMS
- Conducted research surveys and interviews with 400+ consumers to survey the telehealth market
- Attended regularly scheduled meetings with UAMS as well as professional development workshops hosted by the Innovation Studio to strengthen soft skills
- Developed time management skills through managing schedule conflicts for meetings and presentations

ENGINEERING PROJECTS

DASC Room Scheduler - Capstone Project   August 2022 - April 2023
- Worked with a team of 4 Capstone students to develop a web application providing a reservation system for the new study spaces in the University of Arkansas's Data Science program using the Django framework
- Attended regularly scheduled meetings with heads of the university's Data Science department to provide weekly updates and deliverables
- Implemented SQLite to create and update records for reservations, reservation participants, and user roles
- Utilized Django's core libraries to integrate an email service for providing updates to applications users and administrators

Photon Laser Tag Simulation - Course Project   January 2022 - April 2022
- Worked with a team of 5 students to reverse engineer the software of the first commercial laser tag game
- Utilized UDP sockets to simulate random game actions based on user input

DigiCoach - Personal Project   April 2019 - August 2019
- Receives user's input of an athlete's repetition of a given weight to calculate a one-rep-max and creates an efficient workout routine
- Developed and experimented with a simple GUI Application for the first time