

Mitchell Augustin

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Career Status

I am a 3rd year BS & MS Computer Science student at Purdue University and an independent software developer with 5 years of software engineering experience and 11 years of experience in object-oriented programming. My primary focus is on building user-space productivity software and system utility software in C and C++ using the GNU toolchain, and my secondary focus is on expanding Spiral, my free-form notebook software. I am proficient in Java, C, C++, and Python.

Career Goal

I intend to work as a software engineer with a focus on networking and operating system utility software while also continuing to improve the quality and availability of cross-platform productivity software for individual and enterprise users.

Professional Software Development Experience

- Cat Digital Software Engineering Intern – Summer 2021 – I built an extensible AWS Kinesis client that allowed our department to easily digest large amounts of telematics data and developed several tools that improved my team's testing methodology (Java, Python, AWS).

Independent Software Development Experience

All of my personal projects can be found at <https://mitchellaugustin.com/projects.html>

- Spiral, a virtual free-form notebook app for Linux and Windows that lets users take notes without being restricted to a linear format like traditional word processors (C++, C, QT Platform)
- LandmARK, an augmented reality project for smartphones that allows you to view and place virtual artwork in different locations around the world. (Java, SQL, custom-built REST API)
- Aurora, a linguistic analyzer I created as a voice assistant for Android before the Google Assistant was available to the public. Aurora also exists as an extensible REST API (Java, JavaScript, SQL), an Android app (Java, SQL), a home automation unit (Java), an AI Chatbot (Java, SQL), and a desktop application (Java).
- Lockdown Manager, a school safety app designed to improve communication among students and faculty members in the event of a hostile intruder by giving each student and teacher an alarm that they can use to alert their peers of an emergency. (Java, SQL, custom-built REST API)
- Sonar, an audio-based social network that allowed users to communicate with others through recorded audio or live calls about specific topics with random users. (Java, JavaScript, HTML, CSS, SQL, custom-built REST API, Android SDK)
- Spotify Playlist Analyzer, a program that uses the Spotify API to display graphical data about the user's musical preferences (JavaScript, Node.JS)
- Scorebert, a Discord bot that allows users to award each other points on a virtual scoreboard (Java, SQL)

University Software Development Experience and Notable Coursework

- Malloc, Shell, and HTTP server implementations built for CS 252 at Purdue. (C, C++)
- Wrote pipe device driver for the Xinu operating system for CS 354 at Purdue. (C, Operating Systems)
- Late to the Stage, a fast-paced, isometric multiplayer party game consisting of several diverse minigames built as my group's project for CS 307 at Purdue. (GDScript, Godot Engine)
- My final project for CS 240 at Purdue, a MIDI augmentation program and library that allows users to modify their music in interesting ways, such as with pitch shifting, instrument remapping, and time dilation (C, GTK)

University Achievements

- Dean's List & Semester Honors x5 – 3.80 GPA – Fall 2019 - Fall 2021
- Winner of BoilerMake VII's "Best Water Conservation Hack" award – Spring 2020
 - Built backend for Water You Using, a water usage analysis platform that uses a network of custom sensors to analyze users' water usage over time. (Python, JavaScript, HTML, CSS)

Notable High School Achievements

- Valedictorian - 4.240 GPA
- Eagle Scout