Justin Sotolongo

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SKILLS

Node | JS | CSS | Tailwind | Python | React | Express | Django | Flask | SQL | MongoDB | Git | GitHub | PostgresQL

PROJECTS

Tower of Hanoi | General Assembly | https://jsots.github.io/Tower-of-Hanoi/
- Developed a mathematical puzzle game that includes multiple levels of difficulty with JavaScript, HTML, and CSS
- Created a solving algorithm, a recursive function, that displays an optimized solution for every level
- Implemented event tracking including time of completion, errors, wins, and number of steps for this front-end app

Life After GA | General Assembly
- Led a team of 8 students as project manager to develop a full-stack social media with React, Django, and Tailwind
- Established clear action plans, coordinated tasks, and facilitated pair programming sessions
- Conducted thorough code reviews for peers, meticulously assessing code quality, and providing constructive feedback
- Implemented agile methodologies and adhered to healthy GitHub practices to maintain high code standards
- Orchestrated successful delivery of a polished platform featuring full CRUD functionality

Nintendo Switch Portfolio | Personal Project | https://jsots.github.io/portfolio_switch/
- Developed a website that hosts my projects and games using JavaScript, CSS, and HTML
- Implemented features to allow the user to see my projects and play them

MERN Stack Super API | General Assembly
- Led a team of 5 to develop a single page application archiving Supers using Express, React.js, Node, and MongoDB
- Successfully transitioned to new technologies, including React.js, while collaborating with a nontraditional tech team
- Defined clear roles and responsibilities and coordinated tasks to ensure project progress and clarity
- Managed all project code on GitHub, overseeing version control, branch management, and pull requests
- Orchestrated a collaborative environment that balanced diverse skill sets, ensuring project milestones were met

PROFESSIONAL EXPERIENCE

General Assembly | Software Engineering Fellow   Feb. 2023 - May 2023
- Full-stack software engineering fellow in an intensive, 12-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, and data modeling
- Developed a portfolio of individual and group projects utilizing Javascript, React, Express, SQL, HTML, Django, Python, and CSS, as well as implementing team collaboration strategies with Agile project management tactics

IsoPlexis | Biotech Consultant   2022 - 2023
- Acted as liaison between the engineering team and the sales team in order to optimize sales
- Conducted tailored training sessions for 50+ Sales and FAS team members in the US and EU, improving their product knowledge and boosting customer engagement by 25%
- Designed and implemented an accelerated training program, reducing the onboarding period by 40%

Bristol Myers Squibb (formerly Celgene) | Specialist, Associate Bioengineer II   2017 - 2022
- Conducted statistical analyses (ANOVAS, correlation, concordance) on 70+ experiments, improving process efficiency by 20% and contributing to the successful Biologics License Application (BLA) submission
- Ran flow cytometry based biological assays to characterize CAR T-cells to support Process Development
- Led and created cross-departmental flow cytometry trainings for new hires in groups of 5-10 associates
- Spearheaded a queer organization where I hosted events, gave lectures, and promoted inclusion as the Chairperson
- Implemented Excel Macros in order to more efficiently analyze departmental datasets
- Organized and lead inter-departmental meetings of up to 40 people to align on interdependent projects' progress
- Reconstructed internship program, expanding from 2 on-site participants to 25 remote/hybrid interns
- Awarded Celgene's Excellence in Delivering Exceptional Results (2019 and 2020)
- Managed 6 labs to ensure ergonomic optimization and maximize efficiency

EDUCATION & CERTIFICATIONS

General Assembly | Software Engineering Immersive - Certificate
Rutgers University, New Brunswick | Bachelor of Science (B.S.) in Biomedical Engineering; Minor in Psychology