Justin Plane

+1-801-882-0837 | justoplane@gmail.com | github.com/justoplane | Ogden, UT

EDUCATION

Utah State University   Logan, UT
Bachelor of Science in Computer Science; GPA: 3.95   *Sept. 2021 – April 2026 (Expected)*

Weber State University   Ogden, UT
Associate of Science; GPA: 3.95   *Sept. 2018 – May 2021*

TECHNICAL SKILLS, CERTIFICATIONS, CLEARANCES

Languages: Java, Python, C++, TypeScript, JavaScript
Frontend & Mobile: React, Next.js, Vercel, Android Studio (Jetpack Compose)
Tools & Platforms: Git, Linux/Bash, PyTorch, ONNX, CAD (Mechanical Design)
Concepts: Machine Learning Integration, MVC Architecture, UDP/TCP Networking, Fluent in Spanish
Active Secret Clearance

PROFESSIONAL EXPERIENCE

Sandbox (Startup Accelerator)   Logan, UT
Software Engineer & Founder   *Aug. 2025 – Present*

- **SewTruly (Sole Developer):** Spearheaded end-to-end development of a fashion-tech web application using **Next.js** and deployed via **Vercel**.
  * Partnered with a fashion industry expert co-founder to digitize complex pattern-making logic, enabling users to generate custom clothing patterns from body measurements.
  * Targeting beta testing in physical retail locations by Dec. 2025.
- **AeroTac (Prototyping):** Designed a pneumatic haptic feedback glove for XR/VR environments.
  * Fabricated physical prototypes using custom CAD modeling; developed a C++/firmware backend to interface pneumatic hardware with PCVR drivers.

Borsight, Inc.   Ogden, UT
Software Engineer   *June 2024 – August 2025*

- Architected and maintained enterprise-level Java codebases for defense software suites, adhering to strict object-oriented principles and reliability standards.
- Engineered a real-time weapons engagement simulation for the KC-135 aircraft, calculating ballistic targeting data for missile and bomb flyouts.
- Trained a custom Machine Learning model using **PyTorch** to optimize trajectory calculations, utilizing **ONNX** to bridge the Python training environment with the production Java simulation engine.
- Built a custom physics simulation engine from scratch to generate synthetic training data, replacing legacy lookup tables with real-time inference.
- Rapidly onboarded to complex internal systems, delivering production features within the first month of employment.

Pelatron Technologies   Syracuse, UT
Software Engineering Intern   *Feb. 2020 – Feb. 2021*

- Contributed to **TacSAW**, an augmented reality tactical awareness solution for first responders.
- Developed robust UDP and TCP server/client architectures using C++ Boost Libraries to ensure low-latency data transmission.

PROJECTS & LEADERSHIP

The Church of Jesus Christ (Volunteering)   Santiago, Chile
IT Specialist   *May 2022 – May 2024*

- Developed **"Visa Helper,"** a Python automation suite to track and expedite visa paperwork.
- Packaged the Python scripts into a user-friendly executable distributable, adopted by multiple mission offices to significantly reduce administrative overhead.
- Learned Spanish over the course of two years doing service and teaching religious principles.

Fabricait | *Personal Project*

- Won HackUSU 2025 with a webapp that leverages AI to generate CAD models from natural language.