

Josiah M. Kerrick

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EDUCATIONAL BACKGROUND

California Polytechnic State University

Class of 2022

Information Systems Concentration with Computer Science Minor- 3.401 GPA

- Relevant Coursework: UX/UI, Project-Based Object-Oriented Programming and Design, Data Structures, Computer Organizations, Fundamentals of Computer Science, Blockchain Application Development, Database Systems, System Analysis and Design

WORK EXPERIENCE

Ernst & Young | San Francisco, CA

June 2021 – August 2021

Technology Risk Intern | Consulting Intern for the Uber and Apple Teams

- Effectively aided in meeting project management deliverables by utilizing advanced Excel functions and writing complex VBA functions to automate repetitive task
- Left a long-lasting impact by modifying multiple security protocols such as access control and data backup procedures
- Monitored application walkthroughs with the Uber team and documented when security protocols were not SOX compliant
- Utilized Power BI data modeling to create powerful KPI dashboards on Uber's environmental impact
- Collaborated with the Apple consulting teams of 7 members to ensure quality and enforcement of companywide fraud audit controls that were U.S. GAAP compliant

Cal Poly Information Technology Systems Dept. | San Luis Obispo, CA

April 2019 – April 2022

Desktop Support Student Lead | Lead Student Assistant for the Cal Poly IT Department

- Reduced calls to our service desk department by 20% by implementing a proactive solution to user errors and hardware malfunctions
- Trained and managed a team of 8 student assistants to proactively catch and fix hardware issues before they became an issue
- Worked on a team with 1 other student leads and 6 IT experts in order to come up with solutions to technological issues around campus, ranging from broken projectors to campus wide Wi-Fi outages
- Reimaged and setup 10-20 staff computers a week and managed security groups and policies for those devices using Active Directory
- Utilized Microsoft Azure's docker, ACS, to manage containers and deploy apps such as Microsoft OneDrive to devices across campus

PROGRAMMING PROJECTS

Web Scraping Project | San Luis Obispo, CA

April 2022 – May 2022

Sole Developer

- Designed a web scraping application in Python that scraped timesjobs.com for software development job roles
- Utilized the BeautifulSoup library to search the website for software development jobs based on criteria specified by the user (location, date posted, etc.)
- Set the application to run every 12 hours, and post the result to a text file in the user's directory so that user could stay up to date with jobs while maximizing storage and computational power
- Resulted in users being able to save hours searching for software development jobs manually

Interstellar Hangover Video Game | San Luis Obispo, CA

Jan 2022 – April 2022

Co-Developer

- Designed and developed a 3-dimensional arcade shooter with 4 other software engineering students which was published on Unity play: <https://play.unity.com/mg/other/webgl-uz5>
- Practiced game design fundamentals in Unity by implementing physics-based movement and collisions into the game, therefore making a more realistic gaming atmosphere for users
- Coded an A* path-finding algorithm in C# for enemy AIs that improved gameplay by creating a more challenging gaming environment
- Managed a product backlog of key game features and supervised 4 two weeklong sprints that implemented various features into the game such as shooting and 3D movement
- Conducted 4 rounds of play testing with people from various backgrounds after each sprint and implemented feedback into later sprints

Blockchain Voting Ballot | San Luis Obispo, CA

Jan 2021 – April 2021

Sole Developer

- Created a simple yet effective smart contract for proposing and voting on laws that was completely run on the Ethereum blockchain
- Utilized programs such as the Remix IDE for solidity-based OO programming, MetaMask to interact with the Ethereum blockchain, and Ganache to help develop and test my smart contract in a simulated real-world environment
- Voting ballot stayed open for 24 hours after the first vote was submitted and was available to anyone on the Ethereum blockchain that paid 0.1 ETH to the owner of the ballot

SKILLS/CERTIFICATIONS

Skills: HTML, CSS, Bootstrap, JavaScript, NodeJS, Ruby, Ruby on Rails, Python, Java, C++, C, SQL, JSON, XML, PHP, Unix, WordPress, Git, GitHub, Agile/Scrum, Solidity, Adobe XD, Adobe Premiere Pro, Adobe Photoshop, Slack, JIRA, Microsoft Teams

Certifications: AWS Solutions Architect

INTERESTS/HOBBIES

- Delta Chi Social and Philanthropy Chair, Teaching Assistance/Tutoring, National Society of Black Engineers (NSBE), Guitar, Piano