Joshua McCrystal

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EDUCATION

Edith Cowan University
Perth, WA
Bachelor of Computer Science, Major in Software Engineering
Mar. 2022 – Present

EXPERIENCE

Website Developer
Feb. 2025 – Present
Edith Cowan University
Perth, WA

- Developing a videography and photography website for a client as a student project
- Uses WordPress and envanto templates to achieve a responsive, modern look
- Blog post based portfolio for easy dynamic portfolio entries

Data Engineer
Aug. 2022 – May. 2023
My Foodie Box
Perth, WA

- Evaluate and optimise existing spreadsheet workflows
- Develop VB scripts to automate repetitive tasks within the spreadsheet workflow
- Maintain and fix VB script automation's and new optimised workflow

PROJECTS

Crew Launcher | *Dart, Flutter, SQLite*
Jan. 2025 – Present

- Developing a full stack application acting as a frontend client for co-op/multiplayer Steam games
- Uses Dart and the Flutter framework to accomplish a clean modern look
- Steam API script to grab every Steam game and it's information
- SQLite for the dynamic, updating, database of game information

TBD (Game) | *Godot, GDScript, Go, REST API, WebSockets, Docker*
Feb. 2025 – Present

- Developing an MMO live service open world game inspired by Club Penguin
- Uses Godot 4 for the game client, and user interactions
- RESTful API backend server written in Go to manage request/response messages and serverside-authorisation
- WebSocket backend server written in Go to manage real-time client/server and multiplayer synchronization
- Asset backend server written in Go to manage asset delivery for OTA room loading and updates

Portfolio | *TypeScript, React, Vite*
Apr. 2025 – Apr. 2025

- Developed a website portfolio to showcase my past/current work and skills (linked above)
- Written in Javascript, using the React framework powered by Vite
- Hosted as a GitHub Page with custom domain name

Game of Life | *Lua, Solar2D*
Mar. 2024 – May. 2024

- Developed a mobile application implementing Conways Game of Life for a individual student project
- Written in Lua, using Corona's Solar2D game engine
- Uses a 2D array with multiple optimisations, with extra customisations and features

TECHNICAL SKILLS

Languages: JavaScript/TypeScript, Python, C#/++, Go, Dart, Lua, Bash, SQL, HTML/CSS
Frameworks: React, Vite, Node.js, Flutter, WordPress
Developer Tools: Git, Docker, Godot, Unity, WSL2, VS Code, Visual Studio, PyCharm, IntelliJ
Libraries: Discord.JS, Node-Canvas, HTTP.Dart, NumPy, Matplotlib

References provided upon request