

Joe St. Germain

Systems Administrator & Software Developer

josephmstgermain@gmail.com
(810) 534-7209
(810) 588-9145

Tools

- Visual Studio
- SVN
- Git
- Trello
- Asana
- Docker
- VMware
- Microsoft Office
- G Suite

Certificates

- CompTIA A+
- MobiControl Expert (SCMCE)

Languages

- C/C++
- C#
- Python
- Lua
- HTML
- JavaScript
- SQL
- PowerShell
- Bash

Technical Skills

- Active Directory
- Neural Networks
- Unit Testing
- Penetration Testing
- Network Security
- Quality Control
- Code Injection
- Secure Programming
- Database Design
- Network Architecture
- Object-Oriented Programming
- Linux/Unix Systems
- Windows Server
- Microsoft Azure
- SonicWALL

Objective

Build and maintain computer systems using the skills I've learned and continuing to learn new technology while refining my current knowledge.

Employment

Technical Specialist/Systems Administrator, Lowry Solutions, Inc. 5/14 – 9/16

- Automated deployment of two thousand configured software packages to Intermec Windows CE devices by creating a networked deployment system to reduce deployment costs.
- Developed PowerShell scripts to quickly migrate on-premises services to Office 365.
- Developed a system allowing clients to submit pre-populated helpdesk tickets via QR-code.
- Wrote a custom Nagios deployment to monitor and remotely control printers throughout client buildings, allowing remote troubleshooting, maintenance alerts, and locational services.

Founder, Emotions Inc. 7/16 - 8/17

- Created a dialogue tree database using SQL to support thousands of dialogue interactions.
- Integrated asynchronous routines inside of a third-party C++ game engine to enable SQL queries, asset preloading and unloading, and performance optimizations.
- Tracked progress of the team using Asana to better focus efforts to meet upcoming deadlines.

Windows Technician, Dell inside Boeing 2/19 – 7/19

- Used ticketing software to locate and troubleshoot devices across a large campus.
- Trained to work with devices containing sensitive data while deploying software upgrades.

Flavor Technician, Cascade Coffee, Inc. 5/18 - 10/18 | 8/19 - Now

- Worked on a production floor in a very fast paced, high stress environment.
- Understand general operation of machines and how they interface with technology.

Personal Projects

Developer, *moon.chase.star*

Single player platformer published on Desura. 1/13 - 07/13

- Placed 6th in University of Michigan's first MHacks hackathon at 15 years of age.
- Optimized rendering by modifying the SDL graphics library to enhance shadow casting effects.
- Integrated LEAP Motion controls and gesture processing to allow input via hand gestures.

Developer, *Neck and Neck*

Mobile MMO maze racing game 6/15 - 9/16

- Developed in Unity using Mono C# over the course of over a year.
- Created a maze generator utilizing many maze algorithms, including perfect and imperfect maze algorithms, to ensure both a challenging and unique maze each time.
- Designed AI that mimicked previous players' actions to provide a life-like competitor.
- Generated 3D meshes from the 2D maze generation for visual representation of the maze.

Penetration Tester, *Freelance*

Vulnerability bounty hunter 2/12 – Now

- Recognized in Microsoft's Security Researchers acknowledgements for finding and reporting a cross-site scripting vulnerability which would have allowed remote code execution.
- Performed virtual security audits for AT&T, Lowry Solutions, and various other companies to discover critical security vulnerabilities on their websites and/or servers.
- Created tools to assist other testers in discovering vulnerabilities in server infrastructure.

Education

8/13 – 4/16

Student, *DigiPen Institute of Technology*

Graduated High School at the age of 15, was accepted and attended DigiPen Institute of Technology under the direction of Valve's COO, Scott Lynch.

- Two years studying a BS in Real-Time Interactive Simulations, one year studying a BS in Computer Engineering until leaving to work at a defense contractor; Lowry Solutions, Inc.