




# Josh Landsman


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## Personal Statement

Creating positive change in the world through computer science



## Education

 **Georgia Institute of Technology** 2020-2024  
Candidate for B.S. in Computer Science  
Concentrating in [Information Internetworks & Intelligence](#)  
Cumulative GPA: 3.86



 **Randolph High School, NJ** 2016-2020  
High School Diploma  
Cumulative GPA: 4.72 (weighted), 4.08 (unweighted)

## Work Experience



 **NCR Corporation**  Atlanta, GA  
*Software Engineer Intern, Innovation Lab* May 2021-Current

 **Lucille Games**  Virtual  
*Software Developer* Apr 2020-Aug 2020

- Collaborated with multiple developers and a quality assurance team to develop and improve existing games on Lucille Games' network
- Created a streamlined process to evaluate the functionality of new game features
- Brainstormed and implemented new systems to create new immersive gameplay experiences
- Tested and patched existing bugs due to outdated code


 **XLink, (Employer: Munroe Chirnomas)**  Virtual  
*Software Intern* Sep 2017-Mar 2020

- Developed image recognition software utilizing SIFT, SURF, and ORB algorithms and homography
- Created a web scraping tool that tested for reactions from different mainstream websites and which also gathered statistics regarding those automated interactions
- Collaborated with team of software and mechanical engineers working on robotics for specific industrial solutions

 **Harvard University Medical School/Brigham and Women's Hospital**  Boston, MA  
*Harvard Laboratory Research Intern* Aug 2019

- Applied computer science skills with bioinformatics; exposed to biomedical wet lab and state-of-the-art molecular biology techniques, including single cell sorting and RNAseq
- Attended research team meetings with postdocs and principal investigator and meetings with invited speakers at hospital

## Projects

**PKNK**  [GitHub](#)

- Created an Android application using Java for the 2020 QuackHacks hackathon, which provided a platform for individuals to exchange cooking recipes in a social media style; The program used Google Firebase to provide a real-time database for live updates to user feeds

## Skills

**Languages/Tools:** Java, Git, Android Development, Game Programming, Python, Lua, HTML, CSS

**Relevant Coursework:** [Object-Oriented Programming](#), [Data Structures & Algorithms](#), [Linear Algebra](#), [Discrete Mathematics](#)

## Extracurricular Activities

**HackGT: Catalyst**  
*Mentor* Mar 2021

- Selected to mentor high school students in Cybersecurity track of hackathon

**RHS Computer Club**  
*Co-President/Executive Board Member* Aug 2018 - Jun 2020

- Developed yearly planning of projects and strategies to support and improve club; led club/board meetings and student-run coding lessons, delegated tasks for improved efficiency; increased membership 25%
- Secured new funding from Head of Technology Department for new innovative programs

**Food Relief Agency**  
*Volunteer* 2013-2020

- Packed donated food boxes (n=300) and delivered food to homes with very low food security in community

## Honors & Awards

- National Honor Society, Mu Alpha Theta, National AP Scholar, RHS Computer Club Leadership Award