

# Joshua Weiss

Software Engineer

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## ABOUT ME

As a passionate software engineer, I love building robust and scalable components of projects that directly engage with users, creators, and engineers. I enjoy working closely with others and building a culture of learning that encourages individuals to exchange innovative ideas.

## SKILLS

**Languages:** JavaScript, TypeScript, HTML, CSS, Python, SQL, C#, C/C++, Rust, Dart.

**Technologies:** React, Linux, React-Native, GraphQL, Redux, Flutter, Rest APIs, ASP.NET, Docker, Flask, Git.

**Methodologies:** Agile, Test Driven Development, Database Design, SDLC, Microservices.

**Soft Skills:** Leadership, Communication, Problem-solving, Critical Thinking, Empathy, Adaptability.

## PROFESSIONAL EXPERIENCE

**TapeDeck, Tigard OR** - Full Stack Engineer

October 2021 - August 2023

- Created responsive and adaptive mobile UI with **React-Native** and **Flutter**, suitable for all screens.
- Enhanced code organization with **Redux** for global state management, querying the backend API, and optimistically updating to reduce user wait times.
- Built reusable UI components with a focus on scalability, using atomic design patterns.
- Acquired **GraphQL** skills to resolve backend issues, enabling contractors to complete their prototype front-end.
- Converted backend **TypeScript** API functions to **Rust**.
- Collaborated with the design team and properly set expectations on how long tasks may take given the complexity of the design.

**TapeDeck, Tigard OR** - Project Manager

May 2022 - August 2023

- Maximized developer efficiency via **agile** sprint activities, strategic task assignment, pair programming, and unblocking.
- Led team to transition to **Flutter**, aligning with app's needs, resulting in fewer bugs, faster MVP builds, and enhanced user experience.
- Identified user issues via analytics data to make informed decisions.

## EDUCATION

**Western Oregon University, Monmouth OR**

Bachelor of Computer Science & Minor in Business

Expected July 2024

- Deconstructed a **Python** Reddit clone API into multiple unit-tested **Flask** microservices.
- Built a website with **C#**, **ASP.NET**, in an **MVC** framework, and interfaced with an API, with unit tests.
- 3.61 Computer Science GPA; 4.00 Business GPA.

## PERSONAL PROJECTS

**Question of the Day (Discord Bot)** - Programmer

March 2023

- Used **TypeScript** and **Discord.js** to create an engaging discord bot that posts a question everyday.
- Leveraged AI with **OpenAI's Chat-GPT API** to automatically generate questions based on a subject.
- Created an in-progress web page dashboard using **TypeScript & Svelte** for the front end, with **Rust** for the backend API.
- Used **Postgresql** and **MySql** to store settings and data per Discord server.

**Swift by Knight (2D Platformer Video Game)** - Programmer & game designer

June 2023

- Coded state machine with an inheritance based architecture, keeping the code clean and scalable; new features are easy to implement.
- Regularly sought player demos and feedback, using their input to iteratively craft engaging gameplay with high execution quality.

**Yuumi's Magical Adventure (3D Video Game Portfolio)** - Programmer & game designer

August 2023

- Programmed an interactive portfolio game set using the **Godot Game Engine** and **GDScript**.