# Joseph Schell

falcon-punch.github.io/Portfolio
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# **EDUCATION**

## **PACIFIC UNIVERSITY**

BACHELOR OF SCIENCE COMPUTER SCIENCE

Forest Grove, OR Expected Graduation May 2019 GPA: 3.57

## LINKS

GitHub: github.com/Falcon-Punch LinkedIn: www.linkedin.com/in/js510/

# SKILLS

## **PROGRAMMING**

PROFICIENT:

C • C++ • Java

**EXPERIENCE WITH:** 

C# • Python • SQL • PHP HTML5 • CSS • JavaScript

#### **TECHNOLOGIES:**

Visual Studio • jQuery • Ajax Android • UNIX / Linux • Valgrind Unity • Git / GitHub • PowerShell WordPress • Adobe Photoshop

# COURSEWORK

Data Structures
Intro to Android Programming
Human Computer Interaction
Computer Security
Operating Systems
Discrete Math
Linear Algebra

# **AWARDS**

- Math and CS Talent Award (Scholarship)
- Pacific Scholarships in Math and Sciences Award (Scholarship)
- Phi Theta Kappa Member Award (Scholarship)
- U.S. Navy Good Conduct Medal
- Global War on Terrorism Service Medal
- National Defense Service Ribbon

## PRO JECTS

## MUSIC SITE / SPOTIFY CLONE

AUG 2018

Technologies used: HTML, CSS, PHP, MySQL, jQuery, Ajax

- A music streaming website that allows the user to sign up for an account, search and store music into personalized playlists.
- The site features an interactive music playing bar that allows the user to control the music via shuffle, repeat, play, pause, previous and next buttons.

#### FRACTAL IMAGE GENERATOR

AUG 2018

Technologies used: C++, Visual Studio

- Draws pixels onto a bitmap image that forms recursive fractal designs using Mandelbrot's algorithm.
- The program also has a zoom function that allows the user to magnify images.

#### UNIX SHELL MAY 2018

Technologies used: C, Eclipse IDE, UNIX

- Creation of a small command line interface in UNIX that utilizes child and parent processes.
- Program includes input/output redirection, piping and background launching.

#### **UFO FLIGHT SCHOOL VIDEO GAME**

MAY 2018

Technologies used: C#, Unity, PC Gaming

- Allows players to fly a UFO through six levels of mazes that grow increasingly more difficult.
- Includes particle effects, moving obstacles, agile ship rotation and ship thrusting effects.

# **EXPERIENCE**

#### SILIKA TECHNOLOGIES SOFTWARE DEVELOPER

June 2018 - Current | Hillsboro, OR

- Worked with senior consultants to help clients solve business needs.
- Debugged and refactored code found in client software using Visual Studio.
- Technologies worked with include: C#, PowerShell, SQL, Git and Azure.

#### **INTEL CORPORATION** MANUFACTURING TECHNICIAN

Dec 2014 - May 2015 | Hillsboro, OR

- Completed tasks associated with all wafer and semiconductor production including equipment operations, engineering and training in a Class 1 clean room environment.
- Communicated with the engineering department to test and resolve issues with product development.
- Resolved nonstandard events within the product line to maintain continuity with operations.

## U.S. NAVY AVIATION ELECTRICIAN

April 2008 - Nov 2015 | Lemoore, CA

- Performed scheduled and unscheduled maintenance on electrical components for the F/A-18 naval aircraft in order to maintain crucial flight schedule operations
- Tested and troubleshot embedded electrical issues using schematics, oscilloscopes, ohmmeters, ammeters and voltmeters.
- Collaborated with other electricians, technicians and engineers daily to apply group critical thinking methods to solve electrical aircraft issues.