

# James Pescosta

Vancouver | jamesdpescosta@gmail.com | www.jdpescosta.com | Permanent Resident

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## Professional Experience

### **BUSINESS ANALYST** | JUL 2016 – APR 2019 | PACIFIC HEALTH DYNAMICS

- Investigating and implementing various changes to databases through the use of Microsoft SQL.
- Worked with a scrum team to implement numerous builds affecting over two hundred thousand users.
- Designed and oversaw the implementation of multiple government mandated system changes.
- Revised numerous in place work practices to improve workplace efficiency.
- Communicated with clients both in person and through email to establish a common understanding.

### **SOFTWARE ENGINEER - INTERN/CONTRACTOR** | OCT 2015 – FEB 2016 | LIONSHEART STUDIOS

- Started as a university placed internship and was then hired as a contractor for a short term project.
  - Researched, designed and implemented solutions to prevent VR sickness.
  - Developed an educational VR lab experiment using C# and Unity for use in an academic study.
  - Demonstrated VR projects to clients.
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## Projects

### **D&D POINT BUY CALCULATOR**

<https://github.com/JDPescosta/PointBuy>

- A single page web app for creating Dungeons & Dragons characters using the point buy method.
  - Created the front-end using ReactJS, SCSS & GraphQL.
  - The back-end was implemented with Elixir/Phoenix & PostgreSQL.
  - Hosted using Heroku with the elixir build pack.
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## Technical Skills

- **Languages:** JavaScript/TypeScript, HTML, CSS/SCSS, SQL, C#, Elixir.
  - **Frameworks & Libraries:** React.js, GraphQL, PostgreSQL, Microsoft SQL, Jest, Phoenix.
  - **Dev Tools:** Jira, Trello, Redmine, Bugzilla, AWS(Route 53, S3, Amplify), Heroku, Testrail, Git, NPM, Yarn, Linux, Webpack.
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## Education

### **BACHELOR OF GAMES DEVELOPMENT** | 2016 | SAE INSTITUTE, Sydney, Australia

- Major: Games Programming.
- GPA: 5.33 (Total).
- Dean's Merit list for Trimester 3.