

Joseph Harkins

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21221 Oxnard Street, Canoga Park, CA 91367

EDUCATION

Bachelor of Science in Computer Science

California State University, Channel Islands

Minor in Mathematics

Relevant Coursework: Data Structure/Program Design, Software Engineering, Analysis of Algorithms, Database Design, AI Design

TECHNICAL SKILLS

Programming Languages: Python, SQL, C++, C#, Java, R

AI, Analysis & Visualization Tools: MS Excel, Power Bi, Tableau, Tensorflow, PyTorch

System Design & Modeling: Cameo Modeler, OPUS Modeler

Workflow Tools: Git, Jira

WORK EXPERIENCE

Computer Scientist | NAVSEA Port Hueneme

July. 2021 - Present

- Led efforts to update data transfer and storage systems for the fleet at NSWC PHD, collaborating with contractors to identify data parameters, develop system documentation, software documentation, and system models for the cloud based data transfer
- Acted as Product Owner for CBM+ predictive maintenance analysis effort, leading my team using Scrum and agile methodologies to develop an ETL pipeline for radar systems. Participated in use case, software, and system infrastructure development.
- Developed Python applications for failure trend analysis in support of the naval CBM+ effort, utilized SQL to build data queries and transform data to port over to Python applications. Developed and delivered a white paper on the process used for this project for future use.
- Conducted analysis on data sets to update maintenance requirements cards and sparing models.
- Worked as part of the CBM+ architecture team, designing and implementing system and software requirements for the project

TECHNICAL PROJECTS

Personal Website | ReactJs, Html, CSS, NodeJs

AI/ML Stock Trading Model | Python, Tensorflow, Robinhood API

- Currently experimenting with a trading bot using python looking at a few potential trade targets.

CSUCI Game Jam Unity Game | C#

- As a part of the CSUCI Game Jam I along with my team created a game that centered around collecting parts for your character to proceed to the next level.
- I implemented the collision and physics for the game as well as bits and pieces of how the player interact with the parts being picked up

Swords and Sorcery | Java, NoSQL, Python, Android Application

- Implemented an android application where users can create characters for Dungeons & Dragons.
- Followed Agile and Clean coding Principles while working to meet weekly Sprint objectives.
- Implemented porting to PDF by using python to give the location the data should go and Java to port it in directly
- Designed a NoSQL Database to store character data and Java import functionality

Capstone Senior Project - CloudKeys | Javascript, Html, Nodejs, AWS

- Created a test simulation to display how an AWS system reacts to DDoS attacks and SQL injections, modeling the results of such tests to show to company personnel
- Created a webapp password locker hosted on AWS Elastic Beanstalk using an EC2 instance based on the test sim

CERTIFICATIONS

Certified Scrum Product Owner (3/25)
Efficient C++ Programming (6/24)

Scrum Alliance
Phoenix TS