

# Josh Ambrose

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## EDUCATION

### University of North Carolina at Greensboro

*Bachelor of Science in Computer Science, Minor in Chemistry*

Greensboro, NC

*Aug. 2022 – Dec. 2024*

## EXPERIENCE

### Manager and Program Director

*Gia*

Apr. 2016 – Present

*Greensboro, NC*

- Delivered presentations and engaged in personalized communication, explaining product offerings and answering questions
- Developed and implemented various stocking and inventory systems / libraries
- Created and curated a modern beverage program based on customer preferences and market trends
- Led cross-functional teams in an original, cooperative atmosphere within an often public-facing profession
- Collaborated with vendors and suppliers to negotiate contracts and manage resources efficiently

### Artificial Intelligence Research Assistant

*UNCG*

Jan. 2024 – May 2024

*Greensboro, NC*

- Explored cutting edge topics in the AI field
- Specialized in natural language processing
- Developed a fine-tuning of the T5 language model for use in aspect based sentiment analysis
- Achieved 6% increase in performance against previously state-of-the-art models in multiple datasets
- Gave multiple presentations detailing the purpose, methodology and evaluation of the ABSA project

## PROJECTS

### TravelBuddy | *Java, HTML/CSS, JavaScript, Spring, Maven, MySQL*

May 2024 – Present

- Developed a full-stack web application using Spring Boot and Maven, following the MVC architecture
- Implemented interactive maps for users to explore destinations, filter searches by preference, and view service provider details
- Designed and managed a database to store and retrieve service provider information, user reviews, and search preferences
- Enabled service providers to create and manage profiles, showcase their offerings, and increase service visibility

### Lost Island | *C#, Unity*

Aug. 2023 – Dec. 2023

- Developed a single-player VR exploration game in Unity with a large interactive environment
- Coded VR-specific controls and player interactions
- Designed and integrated puzzles that challenge players with realistic physics
- Collaborated with small team to design and create features

### ABSA Aggregate View | *Python, NumPy, PyTorch*

Jan. 2024 – May 2024

- Developed an NLP model using pretrained T5 transformers for aspect-based sentiment analysis
- Implemented data preprocessing and aspect extraction methods
- Selected best performing permutations of 4-tuple (aspect, category, opinion, sentiment) and aggregated results
- Evaluated performance on labeled datasets resulting in improved precision and recall

## TECHNICAL SKILLS

**Languages:** Java, Python, C/C++/C#, SQL, JavaScript, HTML/CSS, PHP, Bash, PowerShell

**Frameworks:** Spring Boot, Node.js, Angular, .NET

**Developer Tools:** Git, Docker, Maven, VS Code, Visual Studio, IntelliJ, Jira, Slack

**Libraries:** pandas, NumPy, Matplotlib, PyTorch, TensorFlow, scikit-learn, Keras