



JOSH CASTILLO

Software Engineer

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CODING LANGUAGES

C/C#/C++ Python HTML
JavaScript CSS

TECHNICAL SKILLS

- React
- Github and GitKraken
- Jira
- VS and VS Code
- Object-Oriented and Functional Programming
- Software Design and Architecture
- Agile development cycle.

SOFT SKILLS

- Team Management
- Collaboration

ABOUT

Dedicated Software Developer with a passion for transforming concepts into functional applications. Skilled in object-oriented and functional programming, multithreading. Experienced in optimizing performance and resource usage while writing clean, scalable, and maintainable code. Proficient in designing efficient, concurrent systems and robust network communication.

LANGUAGES

Spanish
English

Education

Graduation June 2025

University of California, Irvine

- B.S. Computer Science
 - B.S. Game Design & Interactive Media
- 3.9 GPA

Work Experience

Jan 2024 - Present

Coding Minds

- Conducted 100+ personalized coding lessons with 50+ students, enhancing their programming skills and fostering dynamic learning.
- Collaborated with other Coding Coaches to assist in lesson planning and reviewed computer science concepts with students to solve problems.
- Monitored student progress, issued personalized reports to parents, and nurtured critical thinking and perseverance in over 50 students.

Projects

Jan 2024 - March 2024

Small Scale UCI Web Engine

- Designed and implemented a scalable search engine capable of processing tens of thousands of documents with query response times consistently under 300ms.
- Developed a multithreaded file processing and indexing system, ensuring thread safety and high performance for concurrent parsing of large datasets.
- Engineered an optimized inverted index retrieval system using a JSON-based Index-of-Index, reducing query lookup times and improving storage efficiency.
- Designed a custom text-based saving system to minimize overhead and support rapid merging of indexes for distributed or incremental updates.
- Integrated advanced algorithms such as PageRank, HITS, SimHashing, tf-idf, and tag importance for document scoring that increased our accuracy.

Dec 2024 - Jan 2025

Portfolio Website

- Built a responsive and dynamic website using ReactJS, leveraging functional and class components, states, props, lifecycle methods, and hooks like useEffect and useState.
- Implemented client-side routing with react-router-dom, supporting nested routes.
- Ensured device-specific rendering using react-responsive and media query handling for an adaptive user experience.
- Designed and implemented visually appealing layouts with semantic HTML and modern CSS techniques, utilizing Flexbox, Grid, and relative units to ensure responsiveness.
- Created dynamic features like image sliders, typing animations, and real-time color-changing effects using state management and event listeners.
- Integrated third-party libraries such as EmailJS for automated email functionality and form validation for accurate user input handling.

March 2024

Automated Class Calendar with Google Calendar API

- Integrated the Google Calendar API to automate event creation for academic classes, configuring OAuth 2.0 authentication for secure access and event customization.
- Parsed and stored class data from the school's website using Python, leveraging datetime for time manipulation and efficient data containers like namedtuple and dictionaries.
- Scraped HTML content with BeautifulSoup to extract class schedules, names, and locations, implementing error handling and validation for data consistency.

Leadership and Collaboration

June 2025 - Present

Programming Department Head - Edo Edo Teishoku!

- **Directed** a team of **7 programmers** in conceptualizing and executing various game systems.
- **Conducted** one-on-one **mentoring** sessions with fellow programmers to ensure their proficiency with the codebase and **addressed** any questions or concerns.
- Conducted both online and in-person meetings, **fostering** an **inclusive environment** for team members to contribute to system design discussions.
- **Collaborated closely** with other department heads to stay informed about the game's evolving designs and updates.