JOSH CASTILLO
Software Engineer

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Github Website

Portfolio Website

314 Saint Vincent Irvine, CA
92618 United States

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

University of California, Irvine
Graduation June 2025

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

Work Experience

Coding Minds Academy
Jan 2024 - Present

Coding Instructor - Part time

- Conducted 100+ personalized coding lessons with 50+ students, enhancing their programming skills and fostering dynamic learning.
- Collaborated with other Coding Instructor 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

Small Scale UCI Web Engine
Jan 2024 - March 2024

School Project - 4 Members

- Engineered a scalable search engine capable of processing tens of thousands of documents with query response times under 300ms, featuring a multithreaded file processing system for concurrent parsing and indexing of large datasets.
- Optimized data retrieval and storage through a JSON-based inverted Index-of-Index, custom text-based saving system, and efficient merging for distributed or incremental updates.
- Enhanced document scoring accuracy by integrating advanced algorithms such as PageRank, HITS, SimHashing, tf-idf, and tag importance.

Portfolio Website
Dec 2024 - Jan 2025

Personal Project

- Developed a dynamic website with ReactJS, utilizing functional and class components, states, props, lifecycle methods, and hooks like useEffect and useState.
- Implemented adaptive user experiences with client-side routing using react-router-dom, react-responsive, and media queries for device-specific rendering.
- Designed responsive and visually engaging layouts using semantic HTML, modern CSS techniques like Flexbox and Grid, and interactive elements such as image sliders and animations.
- Enhanced functionality with third-party integrations, including EmailJS for automated emails and form validation for accurate user input.

Automated Google Calendar
March 2024

Personal Project

- 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 Beautiful Soup to extract class schedules, names, and locations, implementing error handling and validation for data consistency.

Leadership and Collaboration

Programming Department Head
June 2023 - April 2024

Game Project for VGDC at UCI

- Led a team of 7 programmers in designing and implementing game systems, providing one-on-one mentoring to ensure codebase proficiency.
- Facilitated team collaboration through online and in-person meetings, fostering inclusivity in system design discussions.
- Coordinated with department heads to align programming efforts with evolving game designs and updates.