Joshua Golonka

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Education

Bachelor of Science: Electrical and Computer Engineering   May 2024
The Ohio State University   Columbus, OH
- Dean's List: Spring 2020, Fall 2022

Professional Summary

Aspiring Software Engineer specializing in full stack web development, holding a Bachelor of Science degree in Electrical and Computer Engineering, and a minor in Creative Writing. Extensive experience in collaborative project design and implementation, with a keen eye for detail and excellence in observational, organizational, and communication skills. Actively seeking front-end software development opportunities starting in May 2024.

Technical Qualifications

- Programming languages: HTML, CSS, JavaScript, React, Node, Java, C, C++, Python, and VHDL.
  - Adept at applying software engineering principles in real-world scenarios.
- Hardware Skills: Constructed circuits, signals and systems (continuous and discrete), microcontroller-based systems, electronic schematics, filter implementation, frequency domain analysis.
- Coursework: Software I, II; Fund. of Engineering I, II; Intro Digital Logic; Fund. of Digital Sys Design; Eng. Statistics; Intro Electronics/Lab; Adv. Digital Design; Eng. Econ, Ethics; Comp Arch/Design, Systems and Signals, Intro Cybersecurity, Parallel Computing, Capstone Design I, II

Software Engineering Projects

- FGB Theaters Full Stack Website Development   January 2024 – May 2024
  - Developed a new website for FGB Theaters from scratch using React.js with the Vite Framework.
  - Implementation of Full Stack capabilities, autonomous synchronization with scheduling software.
  - AWS S3 and Amplify Integration with admin backend for adding announcements.
- ECE Capstone Gas Sensor Calibration Chamber, August 2023 – Present
  - Team Member for senior capstone project working with Marathon Gas Company to develop a containment chamber for harmful gases.
  - Tasked with designing and implementing the Human Machine Interface to control the system.
- Simon Game Design Project   August – December 2021
  - Programmed DE2 using VHDL, Quartus Prime, and ModelSIM software to develop a working Simon Game with four colored buttons.
  - Required weekly and thorough lab reports documenting progress made throughout the semester.

Activities And Interests

- Member of "The Ohio State of Mind A Cappella" student organization.
  - 2024, 2023 and 2022 International Competition of Collegiate A Cappella (ICCA) Finalists.

Professional Experience

FGB Theaters, Montpelier, VT   June 2023 – May 2024
Projectionist
- Worked as a Projectionist for a local Movie Theater. Ensured all servers were communicating properly and systems within the theater had no issues for customers.

Curl Market, Columbus, OH   Feb 2019 – April 2024
Student Assistant
- Worked as a Student Assistant and Cashier within the dining services team provided for student at The Ohio State University.