

JOSEPH AMPREY

Full Stack Software Devolper

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LINKS

[LinkedIn](#), [Git Hub](#)

PROFILE

Dynamic full stack developer with over a year of experience in both front-end and back-end development, driving impactful improvements in web application usability. Proficient in Python, Java, and JavaScript, with a keen ability to redesign and automate workflows that enhance user engagement. Passionate about leveraging technology to create innovative solutions, particularly in artificial intelligence, cloud computing, and machine learning. Committed to continuous learning and exploring new technologies to broaden expertise in the evolving tech landscape.

EDUCATION

❖ **Morehouse College** 2029
B.S. Computer Science Atlanta

Expected 2029

❖ **Sidwell Friends School** 2025
Class of 2025 Washington

EMPLOYMENT HISTORY

❖ **Core Engineering Intern, Fair Opportunity Project** Jun 2024

- Completely redesigned website UI front-to-back to enhance user experience and engagement.
- Supported front-end and back-end development, collaborating with the company founder.
- Used HTML and CSS for the front-end and Air table for back-end
- Work as part of an 8 person core engineering team

COURSES/CERTIFICATES

❖ **Harvard CS50** Jul 2023
Harvard

❖ **Full Stack Engineer** Jun 2025 — Present
CodeAcademy

❖ **AWS Bootcamp** Oct 2025 — Present
CodeAcademy

❖ **Machine Learning Bootcamp** Nov 2025 — Present
CodeAcademy

PROJECTS

❖ Club Hub iOS App May 2025

Senior Capstone Project:

- Created a centralized mobile platform for students to discover, join, and manage school clubs with announcements, directories, and social features.
- Built an iOS app in **Swift** with **Firestore backend** to centralize student club management.
- Implemented secure multi-role authentication (student, club leader, admin).
- Designed features including club directory, announcements feed, join/follow system, and friend network.
- Led project end-to-end: UI/UX, backend integration, and test deployment.

❖ Zombs.IO May 2024

Single-player C# Tower defense game

- Developed a real-time tower defense game in **C#** using **Microsoft XNA Framework** with multiple defensive units, resource management, and wave-based enemy spawning.
- Implemented collision detection, pathfinding AI for zombie enemies, and dynamic bullet trajectory systems with different weapon types (towers, cannons, lasers).
- Created a complete game loop with multiple states (menu, gameplay, game over), player movement with obstacle avoidance, and resource collection mechanics.

❖ RateIT Movie Reviewer Apr 2025

- Built movie database app using HTML/CSS, JavaScript, PHP, SQL with IMDB API integration.
- Implemented responsive UI, real-time search, and personalized list creation features.

SKILLS/LANGUAGES

Python	<i>Skillful</i>	HTML	<i>Skillful</i>
Java	<i>Skillful</i>	CSS	<i>Skillful</i>
C++	<i>Skillful</i>	React	<i>Beginner</i>
C#	<i>Skillful</i>	Node.js	<i>Beginner</i>
Swift	<i>Skillful</i>	Git/GitHub	<i>Skillful</i>
JavaScript	<i>Skillful</i>	MySQL	<i>Skillful</i>
PHP	<i>Skillful</i>	Xcode	<i>Skillful</i>
SQL	<i>Skillful</i>	Mandarin	<i>Experienced</i>