

JOSEF SANTOS

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Motivated **Final Year Computer Systems Engineering** student with experience in **web development** and an exceptional educational background in **software development** and **embedded systems**. A **creative thinker**, proficient in essential programming skills and experienced with **software development methodologies**.

EDUCATION

The University of Auckland | Feb. 2021 – 2024

Bachelor of Engineering (Honours) in Computer Systems | Auckland, NZ

EXPERIENCE

Front End Developer | July 2024 – Present

WDCC - Web Development & Consulting Club | The University of Auckland | Hybrid

- Collaborated with the Formula SAE club to develop a job board for alumni and sponsors.
- Worked with team members in an **Agile environment** to ensure efficient project management.
- Contributed to the project by **enhancing user experience** and addressing front-end tickets using **TypeScript** and **React**

AI Quality Assurance Tester | June 2024 – Present

DataAnnotation - Freelance/Contract | New York, United States | Remote

- Evaluated and audited AI-generated code for correctness, efficiency, and readability, mainly focusing on languages such as **HTML/CSS, JavaScript, C#, Python, and C**.
- **Ensured AI output met quality standards** by thoroughly checking hundreds of lines of code and content, providing detailed evaluations and corrective code snippets.
- Contributed to the development and improvement of generative AI models by identifying and resolving issues in automated prompts.

Front End Developer Intern | Nov. 2023 – Apr 2024

MegaBliss Worldwide | Auckland, NZ | Remote

- Refined the UI/UX for a **React Native** application, ensuring alignment with design specifications and improving user experience.
- Handled the **integration of front-end components with back-end systems**, optimising application performance and reliability.
- Actively participated in cross-functional meetings, effectively **communicating and coordinating design changes** or technical requirements with both design and back-end teams.
- Leveraged technologies such as **React Native, Android, Redux, Postman, and Axios** to deliver a high-quality application, ensuring efficient development and debugging processes.

SOFTWARE PROJECTS

[Doorway Dynamo](#) | C#, Git, Unity Engine | Feb. 2024

- A 2D game designed around a specified theme for Brackey's Game Jam 2024.1.
- **Created from scratch within a week** as a solo developer.
- Placed **#10 in the innovation category** and **#47 overall out of 800** games.
- Developed with **Unity, C#, Aseprite, and Audacity**.

[Weather Web App](#) | React, Git, CSS | June 2023 - July 2023

- A weather web app that displays the weather of a specified location provided by the user.
- Dynamic backgrounds that change based on the weather and time.
- Use of **React Hooks, JavaScript, and the OpenWeatherMap API**

[Candeez](#) | Java, Android Studio, SQLite, Git | Feb. 2023 - March 2023

- Developed an **Android application** to showcase sweets and snacks, similar to TradeMe but purely for candy.
- Contributed to the project as the **front end developer**.
- Worked collaboratively in a **team of two**, where tickets were organised through Trello.
- Created a parody iPhone-esque reveal presentation for the Candeez application using Pro Vegas.

EMBEDDED PROJECTS

Virtual Pacemaker | C, Quartus, Nios II Eclipse, SCCharts | Sep. 2023 - Oct. 2023

- Created a virtual pacemaker on the **DE2-115 FPGA board**.
- Simulated the pacing of heart events that were read from a virtual heart program running on a PC.
- Worked collaboratively within a team of 2, organised with tools such as Trello

Maze Traversal Robot | C, PSoC Creator | August 2023 - Oct. 2023

- Developed a system to traverse a maze projected onto the floor using a **PSoC** and a team-designed PCB.
- Integrated the **AStar and Dijkstra's algorithm** on **MATLAB** for testing, and **C** for integration
- Collaboration within a team of 4, where contributions were made to the project as a part of the **embedded software team**.

FPGA Flappy Bird | VHDL, ModelSim, Quartus Prime | June 2023 - July 2023

- A Flappy Bird clone recreated to run on a **Cyclone V FPGA DE0-CV board**.
- Implemented the **display, textures, and user interface of the game**.
- Collaboration within a team of 3.

[More projects available on GitHub](#)

TECHNICAL SKILLS

Languages: C#, Python, C/C++, Java, JavaScript, TypeScript, HTML/CSS

Frameworks: React, Node.js, MantineUI, React Native

Developer Tools: Git, GitHub, Android Studio, Postman, VS Code, Visual Studio, IntelliJ, Eclipse, Quartus Prime, Atmel Studio

Libraries: ReduxJS, AxiosJS, PyQt, PyTorch, PixiJS, pandas, NumPy, Matplotlib

Embedded Systems: PSoC, FPGA, Raspberry Pi Pico W, ATmega328PB

EXTRA CURRICULARS

Game Developer Guild Executive Member | The University of Auckland | March 2024 – Present

- **Provided mentorship and guidance** to club members in various aspects of game development, including art, coding, music, and general inquiries.
- **Supported club leadership** in the organisation of workshops and drop-in sessions as well as providing general assistance during these events.

UoA Student O'Week Helpdesk | The University of Auckland | March 2024

- Assisted new students in their navigation to their classes
- Communicated any clarifications requested by fellow students

Arts Council Member | Birkenhead College | Feb. 2020 - Nov. 2020

- Responsible for the organisation and hosting of events for the student body.

PASSIONS

Game Development: I have a big passion for game development, it's an area that requires so many aspects such as game design, programming, music, and art to blend together in order to create an exceptional product.

Music: I love music. In my spare time, I practice various instruments and used to perform in high school as a member of the Arts Council.

Martial Arts: I've been doing Muay Thai for a year now and find it to be a great way to get exercise and learn useful skills.

Video Editing: From time to time, I make developer vlogs for my game projects to put on youtube.

REFERENCES

Referees available on request.