

Jeshua Linder Jiménez



Contact

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Education

University of Puerto Rico, Mayagüez – B.S. in Software Engineering, GPA: 3.05

Expected Spring 2027

Professional Experience

Embedded Software Automations Systems Developer, Loxodon-1 – Mayagüez, PR

Jan 2024- Ongoing

- Designed, developed, and deployed, Docker-mounted Rocket Engine Control/Monitoring Hub
- Directly responsible for the development of wireless capability for the first Bi-Propellant Liquid Engine Rocket in Puerto Rico**; individually coding wireless service into more than a dozen microcontroller-fed sensors and valves, while connecting their data to an Influxdb backend-> MQTT broker-> website. *[C++, C, Assembly, Python, Embedded Systems]*
- Managed to display sub-second remote data telemetry** on front-end, previously handled via manual loading, such as in Influxdb, and assisted in the overall design and representation of system data within front-end website. *[JavaScript, HTML, CSS, Web Dev/Design, Data Base/Analytics]*

Industry Relevant Projects - All available in <https://github.com/JeshuaLinderJ>

Automated YouTube/Spotify Playlist

Jan 2025

- Developed series of python scripts to parse contents of iPod Classic, to automatically create online music playlists, and document unrecognized songs within Spotify database for family member
- Applied knowledge of **APIs** via **Google & Spotify tools**, to solve personal dilemma with **apple** product that lacked online solution
- Direct line of thinking to tangible solution within a single day, delivering solution in a consumable format; used knowledge from **Google Data Analytics** course

Automated Dice via Microcontroller

Dec 2024

- Created tool to automate physical dice of 2, 4, 6, 8, 10, 12, 20, & 100 sides, with an intuitive custom menu GUI, and vector animated “rolling”
- Strengthened proficiency with **microcontrollers**, engaging in a deeply passionate and time-consuming project with no academic/monetary incentive
- Product development and showcase, demonstrating ability to both initiate and produce results

C++ Project Showcase Website, JeshuaLinderJ.github.io

Nov 2024- Ongoing

- Designed and deployed docker-composable website
- Learned web design, development, and minor use of Web Assembly to implement C++ programs in UI, connecting my knowledge of back-end development with front-end presentation

Pokémon Color Matcher

March 2024- Ongoing

- Java scripted logic, PythonInstaller implemented Application to match “Pokémon” by calculated RGB vector to value under user’s cursor
- Utilized **AI tools** to scale manually coded logic and concept, gaining proficiency in **LLM assisted software development**
- Involved arranging and managing database of over 1000 images, and parsed their color values to use for an image capture application, which in turn compared the values of the entire database on command
- Java instead of Python used for scripting image parsing, color vector calculation, and value comparison; language chosen for sole purpose of adding an additional layer of difficulty and capacity with OOP

Skills

- Languages:** C++, C, Python, Java, Arduino, JavaScript, CSS, HTML, Swift
- Software:** Docker, Linux, Influxdb, Git, Arduino IDE, VMware Fusion, Embedded Software, API, LLM
- Soft Skills:** Leadership, compromise, critical thinking, multicultural/multilanguage communication, project management, **agile methodology**