

Joseph Arias

US Citizen | joearias1121@gmail.com | linkedin.com/in/joseph-a-arias | github.com/joearias1121 | joearias-pfolio.netlify.app

EDUCATION

State University of New York at New Paltz

Bachelor of Science in Computer Science

New Paltz, NY

Aug. 2021 – Dec 2024

- **GPA:** 3.65/4.00
- **Honors:** Dean's List, AC² Outstanding Scholar Award
- **Coursework:** Data Structures, Discrete and Continuous Algorithms, Operating Systems, Web Server Programming, Language Processing, Software Engineering, Assembly Language and Computer Architecture

EXPERIENCE

Software Engineer Intern

Feb 2024 – Aug 2024

Phoenix Bioinformatics

Remote

- Built dynamic web pages using **Vue**, Pinia, and **TypeScript** by managing state and making server-side requests to render interactive, data-driven interfaces
- Implemented backend logic using Sequelize to manage and process user data
- Leveraged **Express.js** and **MySQL** to query the database and satisfy requests made by the client
- Owned feature development from start to finish, engaging with a tech lead for PR feedback and technical alignment in an informal agile setting

Supplemental Instruction Leader

Aug 2022 – Dec 2022

SUNY New Paltz – Center for Student Success

New Paltz, NY

- Led weekly peer sessions for the Data Structures course, averaging six students per session
- Developed study materials and walkthroughs based on real assessments
- Coordinated with faculty to align session goals with course progress
- Communicated technical concepts in simpler terms and adapted explanations based on student understanding

PROJECTS

Notably | React, TypeScript, Next.js, Prisma, PostgreSQL, Supabase, Tailwind, Shadcn

March 2025 – Present

- Web app for users to take notes on and have AI summarize their notes using the **OpenAI API**
- Built a full-stack web app with real-time database interactions and authentication
- Designed responsive UI components with **React** and **Tailwind**
- Modeled data relationships using **Prisma** and integrated backend with Supabase

ReTry | Godot, GDScript

Sept 2024 – Dec 2024

- Prioritized core features and iterated initial concept to a minimum viable product within deadlines
- Conducted user testing and incorporated feedback to improve gameplay mechanics and balance
- Created game assets, including levels, collisions, and interactive objects, for a playable experience

Workflow App | HTML, CSS, JavaScript, PHP, MySQL

Sep 2024 – Nov 2024

- Facilitates task and project management by allowing users to create tasks for projects and assign them to others
- Rebuilt backend logic and ensured data integrity through updated **SQL** schema
- Implemented asynchronous user interactions using **JavaScript** promises
- Reintroduced a removed feature and ensured compatibility with legacy code

LEADERSHIP

Society of Hispanic Professional Engineers (SHPE) | Treasurer

Fall 2021 – Spring 2024

- Managed club budget and purchasing, ensuring compliance with financial policies
- Collaborated with club leadership to support events, outreach, and member engagement

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, TypeScript, HTML/CSS

Frameworks: React, Node.js, Express, Vue.js, Next.js, Tailwind

Developer Tools: Git, VS Code

Database: SQL, MySQL, PostgreSQL, Prisma