# JOSEPH VAN GUNDY

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## Skills

- Java
- Swift
- Python
- C#

- Javascript
- Go
- AWS
- Docker

- Angular
- Full-Stack Development
- Mobile Development
- Web Development

- Dev Ops
- UI/UX Design
- Reviewing Code
- Agile Methodologies

## Experience

**Capital One - New York, NY**                                                                                       *June 2016 - Present*

*Software Engineer*
- Works on a full-stack engineering team leveraging Java, Angular, Swift, and AWS to deliver web and mobile customer-facing features, that allow for the reporting of fraudulent transactions.
- Contributes at every stage of the development of a feature, including design, engineering, testing, and CI/CD.
- Maintains and improves features used by thousands of customers a day by monitoring application logs, analyzing customer data, and responding to incidents.
- Informs others and improves the health of the overall company codebase as a member of the Code Quality Guild.

*Associate Software Engineer*
- Worked on a backend engineering team leveraging Python, Go, and AWS to develop solutions to challenging enterprise problems.
- Promoted after developing and releasing an integration testing framework that serves as a quality gate to the company's data lake.
- Developed a test-data isolation framework that creates a dynamic sandbox for testing applications with production data.
- Created and maintained the CI/CD pipelines for multiple enterprise applications which boosted developer productivity.

*Software Engineer Intern*
- Worked as a full-stack engineer using Angular and Spring Tool Suite to create the location mapping tool used by agents to investigate money laundering and other suspicious banking activities.

**Humana - Louisville, KY**                                                                                          *June 2015 - May 2016*

*Software Engineer Intern*
- Developed an enterprise tool written in Java that ingests, cleans, and outputs form-data from all across the company in an automated way.

## Education

**The Ohio State University - Columbus, OH**                                                                         *August 2013 - May 2017*

*Bachelor of Science in Computer Science and Engineering*
- Won 'Best in Design' at the Capstone Engineering Design Showcase for a system-infrastructure, data visualization tool that leveraged graph databases.
- Experimented with new technology by developing ideas in programming competitions or 'Hackathons'.

## Selected Personal Projects

1. *4WAY 2* - A mobile game written in C#, developed in Unity and released for iOS.
2. *SeeSaw* - iOS social media application written in Swift for sharing photos and videos based on location.
3. *Small Business Python App* - Developed a decision support system that collected, stored, and analyzed web data.
4. *Web Media Creator* - Developed a web media brand centered around tech and film with over 7,000,000 video views and an audience of 16,000 subscribers.