Joseph Rebert

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Education

University of Louisiana at Lafayette   Expected Graduation, May 2027
Bachelor of Science in Computer Science   *Lafayette, Louisiana*
- **Concentration:** Cloud Computing
- **Relevant Coursework:** Computing in Python, Artificial Intelligence, Object-Oriented Programming, Data Structures and Software Design, Design and Analysis of Algorithms, Software Methodology

Experience

TwoBrainsGames (Scrap Collector)   Feb 2020 – Present
Game Developer   *Lafayette, Louisiana*
- Developed and launched an indie game on Steam, resulting in **84,662** total units distributed and over **4,000** wishlists, demonstrating strong reach and user interest
- Optimized player experience through regular updates and feedback integration, achieving a median playtime of **109** minutes across **40,000+** unique users
- Designed and executed a full Steam release strategy, leveraging a playable demo to drive traffic, build community interest, and grow the wishlist base

TurboTax (Intuit)   Feb 2024 – Mar 2025
Quality Assurance Specialist   *Lafayette, Louisiana*
- Conducted quality reviews of **30+** daily customer support interactions to ensure accuracy and compliance, resulting in a **12%** improvement in resolution consistency.
- Collaborated with support and product teams during peak tax season to test new platform features, helping ensure on-time roll out with minimal defects.
- Identified and documented recurring software issues, enabling engineers to deploy targeted fixes that reduced customer complaints by **20%**.

Projects

AI Image Generator | *JavaScript, HTML/CSS, React, Hugging Face API*
- Developed a web-based AI image generator using React, HTML, CSS, and JavaScript, allowing users to input prompts and generate images in real time.
- Integrated the Hugging Face API to fetch and render AI-generated images, demonstrating skills in frontend development, API handling, and asynchronous data flow.
- Designed a clean, responsive UI with loading states and error handling to ensure a smooth user experience across devices.

Room 808 | *Unity, C#, Steamworks API, Github*
- Developed and published a solo horror game, Room 808, on Steam, handling all design, programming, and assets independently using Unity and C#.
- Integrated the Steamworks API and GitHub for version control and distribution, demonstrating proficiency in solo development, platform integration, and live game deployment.
- Optimized performance and memory usage for real-time rendering, implementing object pooling and culling techniques to ensure smooth gameplay in a resource-constrained environment.

QA Test Case Design (TurboTax) | *Microsoft Excel, Teams, Slack*
- Created QA test flows based on real customer issues.
- Logged reproducible bugs and tested product patches and used insights to improve user experience and internal bug tracking.
- Collaborated with support and development teams to validate fixes and verify functionality across multiple environments during high-traffic tax season.

Technical Skills

Languages: C#, Python, HTML, CSS, JavaScript, Java, TypeScript, SQL
Technologies: React, .NET, MongoDB, Express, Node, Unity, Godot, Flask, Github, AWS, PyTorch, Kubernetes, TensorFlow
Concepts: Data Structures and Algorithms, Object-Oriented Programming, APIs, Web Scraping, Artificial Intelligence, Agile, Data Science, Deep Learning, Machine Learning, SCRUM