Joseph Armas

Email: joseph.armas01@student.csulb.edu

Summary

Actively pursuing an entry-level software engineering position that will allow me to apply my passion and acquired knowledge to create meaningful solutions in the area of operating systems and application

Education

- **Cerritos College**

Associate in Arts Degree in Computer Science - June 2019

- **Cal State Long Beach**

Bachelors of Science Degree in Computer Science & Minor in CyberSecurity - December 2023

Experience

Single Page Application | Team Lead, Scrum Master, Developer

Description: Web application that that aims to promote awareness of litter, vandalism and abandoned items in California communities, fostering a cleaner environment by leveraging Google Maps APIs to visually map location

Source: https://github.com/JosephArmas/cecs-491A-Team-Big-Data/tree/main

- Implemented a Microservices backend comprised of 5 abstraction layers: Entry-Point Layer, Manager Layer, Services Layer, & Data Access Layer
- Completed various technical artifacts such as Request for Proposal (RFP), Business Requirement Document (BRD) and DAR Report
- Served as a team leader and Scrum Master for the year long project , applying the scrum methodology to facilitate my group's workflow.
- Developed Low-Level Designs by formulating user stories and adhering to BRD specifications including, Success Scenarios, Failure Scenarios, Functional and Non-Functional requirement
- Engineered the entire Events feature and client-side UI functionality for Authentication, Authorization, Analytic dashboard, Admin View, Regular User View
- The Events feature allows reputable users on our application the ability to place an "event" pin on the map. This allows regular, reputable and service type users to interactively participate and contribute by joining events

Technologies

- **Languages:** C#, Python, JavaScript, HTML5, CSS, SQL
- **Frameworks:** .NET6+, ASP.NET CORE
- **Other:** Git, Docker, Apache, AWS, Node.js, Fedora, Debian