Joseph Buchholz

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Summary of Qualifications

- **7+ years** of programming experience
- Familiar with developing and designing large software projects
- Proficient in C++, Python, and JavaScript and experience with full-stack development
- Excellent academic record (**4.0 GPA**) and some industry experience

Education

Bachelor of Science in Computer Science, Minor in Mathematics — Expected Graduation: May 2026
Washington State University — GPA: 4.0

- Relevant Coursework: Software Engineering Principles, Algorithm Design and Analysis, Systems Programming, and Programming Language Design

Running Start Program — August 2022 to May 2024
Washington State University Tri-Cities — GPA: 4.0

- Relevant Coursework: Calculus, Advanced Data Structures, Intro to Computer Architecture

Technical Skills

Languages: C++, Python, JavaScript, C#
Frameworks/Technologies: React, Django, Tailwind CSS

Work Experience

Software Engineer Intern — May 2025 to August 2025
Chief Architect — Full Time

- Delivered 14 user-facing features over the course of 13 weeks
- Handled all sides of feature design including both UI and implementation
- Addressed long-standing and popular customer requests, including one outstanding for over 20 years

Teaching Assistant — January 2025 to Present
Washington State University — Part Time

- Supported undergraduate students in courses such as Discrete Structures and Advanced Data Structures
- Helped professors with grading assignments and proctoring exams

Projects

Android/Web Music Application | (*Kotlin, C++, Python, Django, JavaScript, React, …*) — 2021 to 2024

- Developed a sheet music application for Android using Kotlin and C++ over the course of about 3 years
- Ported to the web using Django and React resulting in a project containing **25,000+ lines of code**

Scripture Reference Lookup for Christian Music | (*Django, React, Tailwind CSS*) — 2024

- Produced full-stack web application specializing in the lyrics of Christian music
- Implemented using Django, React, and Tailwind CSS, and deployed with the help of Docker

Video Game Projects | (*C++, Python, GDScript*) — 2020 to 2022

- Spent over 300 hours developing several small video game projects using C++, Python, and GDScript
- Gained experience in computer networking and graphics

Additional Experience

- Participated in a 24-hour coding hackathon: CrimsonCode 2025
- Developed and was the primary designer for multiple class projects requiring team coordination and significant use of version control tools