Joseph Baruch

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Education

B.S. Computer Science, Minor in Mathematics (GPA: 3.8) **Moscow, Idaho**
University of Idaho *Expected Graduation: May 2026*

Technical Skills

Languages: JavaScript, TypeScript (React), Python, Go, C++, C, HTML/CSS
Developer Tools: Docker, Git, Kubernetes, Unix

Relevant Work Experience

Software Engineer Intern | *Schweitzer Engineering Laboratories* **October 2023 - Present**

- Developed industry-grade full-stack applications using Go, React, and MUI-based component libraries, requiring an advanced understanding of APIs, network communication protocols, and authentication.
- Maintained and enhanced complex CI/CD pipelines, improving build processes and integration workflows.
- Configured, deployed, and managed various Kubernetes services (Pods, Services, Endpoints, Volumes), gaining hands-on experience in a containerized application.
- Tested applications using industry-standard tools like Jest, Cypress, and Go Test to ensure comprehensive coverage and to meet quality benchmarks.
- Refined skills in version control (Git), collaborative communication, and code review processes, ensuring code and product quality.

SI-PASS Leader: Computer Science | *University of Idaho* **September 2023 - December 2023**

- Gained valuable experience communicating, leading, and presenting supplemental instruction sessions to support student success in computer science courses.
- Designed engaging session plans that incorporated effective study techniques to enhance learning outcomes.
- Demonstrated advanced knowledge of programming concepts while mentoring and guiding students.

Personal Projects

Weather Data Web Application | *JavaScript, Node.js, Express.js, Docker* **May 2023 - August 2023**

- Implemented Fetch API calls with authentication to weather APIs (Meteomatics and Google API) for real-time data retrieval.
- Developed a responsive frontend using JavaScript, HTML, and CSS to display data from a backend API built with the Express framework.
- Containerized the application using Docker, facilitating the possibility for streamlined deployment and management.

Academic Projects

Pong, Platformer, and Multi-Level Games | *C#, Unity* **August 2023 - Present**

- Utilized industry-standard project management tools, including Gantt Charts and Use Case Diagrams, to plan and execute game development projects.
- Learning the Unity game development environment to create and test diverse game types, enhancing programming and design skills.
- Refined public speaking and presentation skills through project demonstrations, status updates, and team-oriented work sessions.

Climate Image Classification Model | *Python* **December 2023**

- Trained YOLOv8 models to accurately classify climate images, optimizing hyperparameters for improved accuracy.
- Prepared and cleaned datasets to ensure effective training and model performance.

Stock Price Visualization | *Python* **October 2023**

- Executed HTTP requests to retrieve stock price data from APIs for analysis and visualization.
- Utilized Pandas and Matplotlib to clean and visualize stock price trends, providing insights into market behaviors.

TV Show Binary Search Tree | *C++* **April 2023**

- Parsed and formatted a variably formatted text document for data input.
- Designed and implemented a linked-list-based binary search tree for efficient data storage and retrieval.

Leadership / Extracurricular

Association of Computing Machinery **Leadership Member**
August 2022 - August 2023 *University of Idaho*

- Organized and led meetings to foster the development of computer science students and promote professional growth.
- Collaborated with faculty to align organizational initiatives with university objectives for computer science programs.