Josh Abbott

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SUMMARY OF QUALIFICATIONS

- Strong background in communication, design, problem-solving, and taking initiative as shown in Experience
- Proficient in Computer Science concepts and principles as indicated in Projects and coursework
- Knowledgeable in C, C++, C#, Python, Java, JavaScript, Lua, R, SQL, and HTML/CSS

EDUCATION

Bachelor of Science in Computer Science, Minor in Mathematics; GPA 3.4 May 2025

Washington State University, Pullman, WA

President's Honor Roll

Relevant Coursework: Computer Networks & Security, Web Development, Machine Learning, Data Science, Database Systems

TECHNICAL SKILLS AND CONCEPTS

Programming Languages: Python, Lua, Java, JavaScript, C, C++, C#, R, HTML/CSS, SQL, Familiar with Haskell
Technologies & Concepts: GitLab/GitHub, Visual Studio Code, Software Development Lifecycle (Agile/Scrum, etc.), Object-Oriented Programming, Linux (Ubuntu), Unit Testing, MariaDB/MySQL, Bootstrap, React

EXPERIENCE

Freelance Developer – *Roblox* | Remote Jan. 2016 to Present

- Co-created, programmed, and marketed an online video game that garnered over 2.1 million unique play sessions and reached a peak of roughly 600 concurrent players
- Assisted in the creation of user databases, gameplay elements, and project management for 25+ individual games with combined unique play sessions totaling over 100 million
- Leveraged Lua and Roblox Studio game engine tools across each game to program user interfaces and complex multiplayer gameplay systems for up to 50 simultaneous players
- Performed A/B tests and observed metrics for millions of impressions to increase clickthrough rate by up to 50% using advertisements shown on the platform

***Washington State University* | Pullman, WA**

Teaching Assistant (Program Design & Development C/C++) Spring 2024 & Fall 2024

- Assisted 150+ undergraduates in a C++ introductory programming class by hosting office hours twice a week
- Led weekly in-person lab sessions for 18 students that included hands-on instruction and support

Peer Mentor Fall 2023 to Spring 2024, Fall 2024 to Spring 2025

- Provided weekly academic and personal support to 2-3 first-year computer science and engineering students, fostering essential skills and habits for their life and academic careers moving forward

PROJECTS

Inventory Tracking System | WSU Capstone Project 2024

- Redesigned and iterated on an existing online inventory system using Agile methodology for AgWeatherNet's 138 weather stations across Washington, collaborating with 2 teammates
- Led the design and development of a responsive frontend interface, enhancing user experience and accessibility
- Implemented secure authentication with JSON Web Tokens and contributed to SQL database functionality for efficient data retrieval, storage, and display

Spreadsheet Application | WSU Class Project Spring 2024

- Developed a spreadsheet application in C# using WinForms, incorporating OOP principles
- Built features such as formula calculations, undo/redo functionality, save/load capabilities, and dynamic cell updating
- Leveraged event-driven programming, modular design, and scalable data structures for robust, flexible solutions

Yelp Data Search Application | WSU Class Project Spring 2025

- Created a Python application to query and analyze large-scale Yelp data using PostgreSQL, implementing JSON parsing, database schema design, and query optimization strategies to provide location-based business insights