Joshua Almonte

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Education

NEW JERSEY INSTITUTE OF TECHNOLOGY

- Expected Graduation: May 2020
- Major: BS Computer Science
- GPA: 3.76

Technical Skills

Programming Languages: Python, Java, C#, HTML, CSS, JavaScript, SQL
Frameworks/Libraries: React, Bootstrap, Express
Software/Environments: Node.js, Unity3D
Version Control: Git
Relevant Courses: Database Design and Management, Computer Networks, Data Structures and Algorithms

Experience

CLASSROOM ASSISTANT | NEW JERSEY INSTITUTE OF TECHNOLOGY

Sep 2017 – May 2018

- Taught Python to introduce students to coding foundations such as data types, functions, modules, file reading, debugging, namespaces, and classes.
- Evaluated and debugged students' codes on a weekly basis, giving guidance in class and recitation meetings.
- Collaborated with a team of professors and assistants to schedule and grade hundreds of exams and assignments.

Projects

PHOTO SHOP DATABASE

April 2019

- Designed a mock database for a web-based photo shop given a set of data and functional requirements.
- Worked within a group of three to develop a full stack web application.
- Utilized HTML, JavaScript, PHP, and SQL to create, search, update, and delete entries within the database.
- Contributed through schema analysis, normalization, and SQL queries.

HEARTACHE

December 2018

- Created a level for a top down, action bullet hell game using Unity3D, Adobe Illustrator, and Adobe Animate.

HTTP CLIENT AND SERVER

October 2018

- Made HTTP client and server programs in Python that handled GET requests through TCP sockets.
- Handled file transferring using encoding and decoding.

LEXICAL ANALYZER

April 2018

- Created a C++ program that ran source code utilizing the ruleset of a pseudo-coding language.
- Converted source code into tokens, distinguishing types, operators, and statements.
- Evaluated tokens through a parse tree giving desired output in error messages, print statements, setting variables, and math operations.

SUPER PUNCH FIGHTER SAGA

June 2016

- Developed a turn-based RPG game within a limited 48-hour time period using Python, pygame, and py2exe.
- Singlehandedly created 90% of sound and art assets using Gimp and SFXR.
- Utilized classes to organize data on various moves, characters, and stages.