Joshua Almonte

(201)957-6098 | almondj1024@yahoo.com | https://web.njit.edu/~jaa75/

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

EXAM MANAGEMENT PLATFORM

December 2019

- Coordinated within a group of three to meet sprint deadlines, managing and scheduling meetings.
- Designed an easily accessible frontend to streamline workflow for both instructors and students.
- Documented expected user interaction and data flow via UML diagrams.

PHOTO DATABASE GUI

April 2019

- Assisted in developing a full stack web application that allowed CRUD functionality over a MySQL database.
- Applied schema analysis and normalization to database architecture.

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.

MICROJAM 2.0

November 2018

- Contributed 2 microgames to a *Wario Ware* themed game jam project.
- Learned how to use the Unreal Engine in a limited time span.

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.