# Joshua Almonte

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## Education

**New Jersey Institute of technology**
Sep 2016 - May 2020
- Bachelor of Science in Computer Science
- GPA: 3.76

## Technical Skills

**Proficient In:** Python, Java, HTML, Bootstrap, Git
**Familiar With:** C#, CSS, SQL, JavaScript, React, Express, Node.js, Unity3D, ColdFusion

## 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

**HOPWA Rent Calculator**
May 2020
- Created a healthcare web app capable of authentication of users, responsive worksheet calculations, and securely storing/reading client information in a database.
- Designed stack architecture and database, setting up an AWS instance to house a Microsoft SQL Server.
- Developed a backend to allow validated frontend communication to and from a remote database.
- Worked with a team and sponsor within a Scrum development framework.

**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.

**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.