Joshua Cruz
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Professional Summary

Detail-oriented software engineer with expertise in **Python**, **Java**, **Spring Framework**, **JavaScript**, **React**, and **SQL databases**. Committed to collaborating with cross-functional teams to design and develop software applications that efficiently meet business needs, while continuously enhancing my skill set.

Technical Skills

Front-End: JavaScript, AngularJS, React.js, Tailwind, Bootstrap, HTML, CSS

Back-End: Python, Java, Flask, Node.js, Express.js, SQL, NoSQL, Spring Frameworks

Development Tools & Frameworks: Agile Methodology, Cloudinary, Git, Visual Studio, IntelliJ IDEA, Maven, Gradle, Docker, SonarQube, BlackDuck Scan, Jenkins, Junit, Mockito, Postman

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Technical Projects

PeakPerformance | GitHub   *Full-Stack workout and meal planning application*
Tech: **Node.js, React.js**, **Python, Flask, SQLAlchemy,** OpenAI API

Accomplishments:

- Designed and implemented **RESTful APIs** for dynamic meal and workout plans, improving user interaction efficiency.
- Integrated SQLite database using **SQLAlchemy ORM** to create effective repositories for managing meal and workout data.
- Developed secure user **authentication and authorization** features, incorporating **bcrypt encryption** for password hashing.
- Collaborated with **OpenAI API** to build an AI-powered meal planning and workout system that delivers personalized meal and workout suggestions based on user inputs.
- Analyzed customer requirements to create customized meal and workout plans, boosting user engagement and satisfaction.
- Applied the **MVC design** pattern to structure the application, ensuring clean separation of concerns and maintainable code.

Galactic Siege | GitHub   *Interactive 2D Game*
Tech: **Python**

Accomplishments:

- Employed **object-oriented programming (OOP)** principles to design game models and interfaces.
- Designed and developed an **intuitive graphical user interface (GUI)** for user interaction, improving the overall gaming experience.
- Implemented core physics and mathematical functions to handle in-game mechanics like collisions, movement, and object interactions within the 2D game world.
- Applied an event-based design pattern to manage user input and game events, enhancing responsiveness and fluid gameplay.
- Utilized Python frameworks, including **Pygame**, to build the 2D game engine, enabling efficient rendering of graphics, handling animations, and processing real-time player action

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Education

Flatiron School - *Certificate, Full Stack Software Engineering*   New York, NY June 2024 – September 2024

- An intense 15-week bootcamp, covering a broad range of **computer science concepts** and **programming languages** including : JavaScript, Python, React, Flask, SQL, OOP, APIs, and agile methodology.

Stony Brook University, SUNY   Stony Brook, NY
Bachelor of Science in Biological Sciences   August 2016 – June 2020

Professional Experience

Patient Registration Specialist - White Plains Hospital   March 2023 – April 2024
Emergency Medical Technician – Northwell Health   November 2021- December 2022
Assistant Manager – Betty's Total Events   August 2020 – March 2023