

Josh Elias

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Skills

JavaScript, Java, C++, C# Objective-C, SQL, HTML5, CSS3, JSON, XML MongoDB, PostgreSQL
AWS, Google Cloud, NodeJS, Android, Unity3d, iOS

Experience

SUMMER 2012 - PRESENT

Daemon Technology, Ottawa – *Owner/Lead Developer*

- Develop web applications using Angular2.
- Design responsive layouts for all platforms using HTML5/CSS.
- Model data for PostgreSQL and expose in Restful API.
- Cloud services done using AWS (domain and server hosting).

MAY 2015 - JULY 2016

Next Level Media, Chilliwack – *Lead Software Engineer*

- Lead developer for gaming resource website tempostorm.com.
- Data modeling in non relational format for MongoDB.
- Maintain data integrity and backups for client applications.
- Develop web services using NodeJS on AWS EC2.
- Train new employees about software architecture and programming standards.
- Manage junior developer's workloads and deadlines.

JUNE 2012 - JUNE 2015

Industry Corporation, Waterloo – *Software Engineer*

- Develop APIs for Unity3d, Android, iOS, Windows and Linux.
- Web applications using NodeJS and EmberJS.
- Multi purpose kiosk platform for Samsung devices.
- Inter process security using HMAC and AES.

Education

SEPTEMBER 2010 - MAY 2013

Algonquin College, Ottawa – *Game Development*

Learnt the basics of programming with C++ and C# to develop video games for the Xbox 360 platform. Developed and deployed a game for iOS using Objective-C. 3D modeling using 3DS Max.