Josh Hinkle

Josh@JoshHinkle.com | 714.414.8477 | San Francisco, CA

Education

San Jose State University — **San Jose, California**
B.S. Chemical Engineering — Graduation: May 2018
Minor in Computer Science
C.S. GPA: 4.00
SJSU Cumulative GPA: 3.98

Relevant Coursework
Data Structures, Algorithms, Object-Oriented Design, Discrete Math

Experience

NASA ARC Thermophysics Facilities Branch — **Moffett Field, California**
Software Development Intern — *June to September, 2017*

- Offered a return internship to further develop project started during previous internship.
- Added functionality such as automatic data sync integrated with MS Excel.
- Modeled synchronization of database with data obtained by a gas-chromatography/mass spectrometer instrument.
- Utilized my software in an investigation on decomposition products associated with aerospace materials being tested on-site.
- Worked with multi-disciplinary teams to finish investigation on strict timeline.
- Presented to NASA administrative staff the capabilities of software and results of the investigation.

NASA ARC Thermophysics Facilities Branch — **Moffett Field, California**
Software Development Intern — *January to May, 2017*

- Main project was setting up a relational database documenting the decomposition products of aerospace materials being tested under atmospheric reentry conditions.
- Database created using MySQL, CSS, HTML, JavaScript
- Interface enabled NASA engineers with no DB training to customize their own queries, generating reports and graphs on demand.
- Wrote VBA scripts to automate engineering calculations and data entry.

Projects

“The Great Catsby’s Decent Adventure” Video Game

- Video game I programmed in Java using libGDX framework.
- Live action arcade-style game based on a hungry cat’s search for food.
- Featured 100% original artwork, animations, and music.
- Won class competition for Best Project in Object-Oriented Design class

Robotics Automation Engineering Project

- Lead programmer on team for Robotic Systems engineering challenge.
- All robot logic, movement, and sensory analysis programmed in C.
- Purpose of project was to design and build a robot that could successfully locate, disarm, and move 2 different beacons in arena.
- Our team had the most successful robot in all areas.

Awards

- **2017 BCME Department Outstanding Junior Award** Given to top Junior in dept.
- **2016 BCME Department Promise Award** Given to top lower division student in dept.
- **2018 SJSU Dean’s Scholar** Awarded for two contiguous semesters of a >3.65 GPA.
- **2017 SJSU President’s Scholar** Awarded for Two contiguous semesters of a 4.0 GPA.

Skills

Java, OOD, SQL, HTML, CSS, JavaScript, MATLAB, VBA, C, Bootstrap, libGDX.