

JOSHUA HUMPHERYS

Greater San Diego Area

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Software engineer pursuing a full-time development position at a fast-paced company

SKILLS

Java | C# | JavaScript | CSS | HTML | React | Redux | Node.js | Gulp | Ninject | MySQL | LaTeX
Git/GitHub | IntelliJ/WebStorm | Visual Studio | Android Studio | Eclipse | Android | Linux | Windows

EDUCATION

B.A. Computer Science and Mathematics

Covenant College; Lookout Mountain, GA; Graduation: May 2018

- Concentrating in cybersecurity and software engineering
- GPA: 3.95/4.00

COURSEWORK

Discrete Structures | Data Structures and Algorithms | Database Systems | Software Engineering
Computer Organization | Operating Systems | Network Programming | Programming Languages
Foundations of Computational Theory | Introduction to AI and ML | Software Security Engineering
Computer and Information Security | Cyber Defense and Digital Forensics | Cryptography
Linear Algebra | Modern Algebra | Formal Logic | Real Analysis | Complex Variables
Calculus III | Differential Equations | Proofs and Expositions | Probability

EXPERIENCE

Software Engineering Intern

Illumina; San Diego, CA; May 2017 – August 2017

- Worked on Project Firefly, creating various applications for both end-users and manufacturers
- Wrote re-usable, cross-instrument libraries and front-end C# applications using WPF and UWP
- Integrated quickly into a professional environment and helped keep our team on schedule

Full-Stack Web Development Intern

Paragon Component Systems; Chattanooga, TN; June 2016 – August 2016

- Developed in-browser engineering software using React and Redux
- Added routes to the server and updated the database schema using C# and Entity Framework
- Contributed significantly to a team of only 6-8 developers

Android Development Volunteer

LightSys Technology Services; Colorado Springs, CO; March 2016

- Implemented an Android app to accompany LightSys' CRM software
- Source code: https://github.com/LightSys/kardia_android_crm

Software Development Volunteer

Invasion Laser Tag; San Marcos, CA; July 2015

- Built a Java application to generate "Happy Birthday" images, with a custom name and color
- Source code: <https://github.com/JoshHumpherys/Birthday-Names>

PROJECTS

Cube Timer; January 2018 – Present

- Developing a browser-based timer for speedcubers to record solve times and perform analysis
- Source code: <https://github.com/JoshHumpherys/cube-timer>

AutomaDraw; July 2017 – December 2017

- Programmed a web app to create and analyze various automata and formal grammars
- Source code: <https://github.com/JoshHumpherys/AutomaDraw>

Penguin Game; January 2016 – March 2016

- Designed and wrote a 2D platformer from scratch using JavaScript to ask a girl to a school dance
- Source code: <https://github.com/JoshHumpherys/PenguinGame>