

Joshua Quinones

Certified Full Stack Software Engineer

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EXPERIENCE

Game Developer

01/2024 - 05/2024

Changeling VR

- Led an engineering team in the development of a virtual reality game for Unreal Engine
- Headed development of two levels in design, development, maintenance, and documentation
- Coordinated cross-functional teams to maintain regular playtest and release schedules
- Mentored fellow team members in Unreal Engine and standard development practices

Front-End Angular Developer Intern

06/2022 - 09/2022

AVEVA

- Contributed to AVEVA Insight, a cloud-based, information technology web application for industrial hardware management, used by clients worldwide
- Utilized modern JavaScript frameworks for web, cloud, and project pipeline development
- Uniformized unit tests across the application to improve the dependability of project pipelines

EDUCATION

B.S. in Game Design and Development

08/2019 - 05/2024

Rochester Institute of Technology

Rochester, NY

GPA: 3.55

CERTIFICATIONS

AWS Cloud Solutions Architect - Associate Level

06/2025

IBM Full Stack Software Developer

04/2025

SKILLS

Client-Side:

HTML, CSS, JavaScript, TypeScript, React, Angular, Bootstrap, Bulma

Server-Side:

NodeJS, Django, .NET, AWS, SQL, NoSQL, MongoDB, YAML, Docker, Kubernetes, Git

Other Skills:

C#, C/C++, Python, Agile, Scrum, RESTful APIs, Unit Testing, CI/CD, Open Source Software

PROJECTS

Roost (React, Node.js, MongoDB Atlas)

- A social, video hosting web application initially created as a full stack capstone project
- Currently implementing a cloud-based, serverless architecture on AWS for a monetized migration

Best Cars Dealership (React, Django, MongoDB)

- A capstone web application for the IBM Full Stack Developer Certification
- Containerized with docker to be managed with Kubernetes