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
- Iterated on release commentary, resulting in an 80% increase in positive player feedback

Front-End Angular Developer Intern   *06/2022 - 09/2022*
AVEVA
- Contributed to AVEVA Insight, a cloud platform for industrial data monitoring and visualization
- Utilized modern JavaScript frameworks for web, cloud, and project pipeline development
- Standardized unit tests across components, improving test coverage and CI pipeline reliability
- Collaborated with back-end teams to implement RESTful APIs and optimize frontend performance.

EDUCATION

B.S. in Game Design and Development   08/2019 - 05/2024
Rochester Institute of Technology (RIT)   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, Microservices, 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