

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 playtest feedback, resulting in an 80% increase in positive player sentiment

Front End Angular Developer Intern

06/2022 - 09/2022

AVEVA

- Developed AVEVA Insight, a cloud platform for industrial data monitoring and visualization
- Contributed to internal tools that improved development workflows and UI consistency
- 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, Redux, Angular, Bootstrap, Bulma

Server-Side:

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

Other Skills:

C#, C++, Python, Java, 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