JOSH WEIN

SOFTWARE DEVELOPER

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PROGRAMMING SKILLS

Languages

Java, C, HTML/CSS, JavaScript, PHP, SQL

Frameworks

Spring, Maven, Ivy, Bootstrap, TypeScript

Tools

Sublime Text, IntelliJ, Netbeans, Eclipse, Linux Administration, Git, Subversion, REST

EDUCATION

Stony Brook University

B.S. Computer Science Dec 2013 - May 2017 3.7 GPA Deans List: Fall 2013 - Fall 2016 Relevant Coursework
Java, C, Data Structures, Design
Patterns, Algorithms, Cloud Computing,
System Architecture, Multi-threaded
Programming, Operating Systems,
Natural Language Processing.

PROJECTS

International Klein Blue Life

JavaScript/TypeScript, Firebase, Phaser.js Tower Defense game with 40 levels. Includes user login, progress saving, custom level creation and level sharing. - https://goo.gl/ZBtDZB

Computer Science III Course Project

Java, JavaFX

Recreated the Journey Through Europe board game and Implemented Al capable of a completing a 6 player game against itself.

Wiki - Cloud Computing Project

HTML, CSS, Bootstrap, JavaScript, PHP, RabbitMQ, MongoDB
User editable wiki built on a
15 server fully scalable setup with REST API support.

Reddit Design Tutorials

Created video tutorials focusing on designing subreddits on reddit.com using CSS. Currently has over 100,000 views - https://goo.gl/nJ4vih

Muse - Cloud Computing Project

JavaScript, HTML5 Canvas, HowlerJS, NodesJS, Socket.IO Real-time multiplayer music experience with mouse controls and built in chat. - http://goo.gl/wPMhbR

NLP Sentence Generator

JavaScript, PHP, MySQL Generates sentences for a given topic using NLP techniques and backed by a 600,000 tweet corpus database.- http://goo.gl/2ICPs9

EXPERIENCE

BlackRock

June 2016 - July 2016

Viacom

Jan 2016 - May 2016

Stony Brook University Computer Science Department

Sep 2014 - Dec 2015

Stony Brook University

Sep 2014 - Aug 2015

Everest BBNFeb 2013 - Aug 2013

Software Engineering Intern

Built the next version of a Java backend server for the Aladdin Product Group leveraging Spring, Maven, and Ivy. Brought the project from design through QA testing to a production release.

Multiplatform Engineering Intern

Led a team of developers in creating an internal web tool for automating configuration file generation. Involved in the full SDLC including project scheduling estimations, design, and development of the project.

• Teaching Assistant

Held office hours each week to assist college students taking Computer Science III and Computer Music with course assignments and exam preparation.

Tutor

Assisted college students with computer science coursework and projects. Acted as a mentor for the students; teaching study habits and homework strategies. Received Level 2 International TUTOR Training Program Certification.

Network Intern

Performed on-site maintenance and troubleshooting for servers and network issues. Set up networks for new businesses by running cable and setting up servers. Provided over the phone and on-site customer support.

ACTIVITES AND INTERESTS

Stony Brook Computing Society, Stony Brook Ski & Snowboard Club, Scuba Diving, Musical Instruments, Reading