JOSH **OBERSTEADT**

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An honors student at Graceland University dual majoring in Computer Science and Data Science. Member of the Ackerly Scholars Group and Graceland baseball player. Currently looking for software engineering or software development internship opportunities to help expand my knowledge base and gain real experience.

EXPERIENCE

MAY 2023 –PRESENT

STUDENT SOFTWARE ENGINEER, GRACELAND UNIVERSITY

Working independently, I created an assortment of programs and tools available for my university. Some notable projects include using API calls python and JavaScript to create a full stack program that host dynamic site pages and mobile application pages that produce upcoming event data based off information stored in an online database and use API calls to update the database. Another project consisted of creating a dynamically built webpage that uses information from a database, that collects their information using API calls to a variety of Counter 5 sources and creates clear infographics to show library usage statistics.

DECEMBER 2022 – JANUARY 2022

IT STUDENT WORKER, GRACELAND UNIVERSITY

Employed by Graceland University as a student worker for the Independence location over the winter break of 2022-2023. Assisted with the computer, network, and other IT-related repairs and maintenance.

AUGUST 2022 – MAY 2022

COMPUTER SCIENCE TUTOR, GRACELAND UNIVERSITY

Assisted computer science students with free tutoring for homework, studying for a test, or reviewing course work allowing students a deeper understanding of the concepts being taught.

EDUCATION

MAY 2026

BACHELORCOMPUTER SCIENCE, GRACELAND UNIVERSITY

Averaging a GPA of 3.73, I received the honor roll while learning about optimizing programs, object-orientated programming, database concepts, and programming in SQL, Python, and Java.

MAY 2026

BACHELOR DATA SCIENCE, GRACELAND UNIVERSITY

Dual majoring in Data Science while keeping a GPA of 3.73 and receiving honor roll, I have learned about text mining, cleaning data, machine learning, regression, and programming using R.

SKILLS

- Java
- Python
- SQL/Database Management/Mongo
- JavaScript
- Android App Development
- Web Scraping
- RStudio
- HTML/CSS

PROJECTS

PORTFOLIO WEBSITE-HTML/CSS

Using HTML5 and CSS I built a website that presents all my projects, information about me, and more from scratch. This can be seen at Joshober.github.io. This site uses a variety of tools and CSS features including but not limited to a see-through image, bootstrap, a jumbotron, and more.

GRACELAND EVENT FEED-JAVASCRIPT

This is a dynamically built web page that generates a feed of all upcoming events across multiple websites. Using information pulled from my website's Mongo database the webpage generates event card objects to display information and allow users to interact with them to learn more. Atop of this, the information is stored in a database, which is pulled in descending order of the start date, starting with today's date. The Database obtains its information based on daily API calls to numerous services including Google Calendar, The NAIA master RSS Feed and more!

GRACELAND BUZZ APP-JAVASCRIPT

This mobile application creates an assortment of dynamic pages filled with information about upcoming events, current news, and videos shared by Graceland. These pages are populated by a Mongo database that is automatically updated using API calls to the Graceland event database, the Graceland Facebook page, and the Graceland Twitter Feed.

AUTO PAPER FORMATER-JAVASCRIPT

Taking a paper that the user copy and paste into the website's information textbox my program sorts the information, has the user confirm the information type then sends out a fully formatted paper of whatever format they chose allowing them to simply copy and paste the paper back into their word document.

MONOPOLY BOARD GAME-JAVA

A Monopoly game program that emulates the classic board game. This program allows players to move around the board, buy properties and pay rent with a GUI. Incorporates encapsulation, abstraction, inheritance, and polymorphism with Object and Abstract Classes, swing interface, reading txt files, loading images, and using libraries.

REDDIT READ OUTLOUD-PYTHON

A web scrapping program that automatically takes the top 10 most recent Reddit stories from a subreddit and converts them into mp3 files.
Utilized this project to expand my knowledge of libraries such as Selenium.

ANDROID READS-JAVA

Utilizing Android Studio, this application scrapes data from popular news sites and social media services. The application then loads that information into the device's TTS engine, allowing users to use either Google's AI TTS voice or other popular AI-generated voice engines on the Google Play Store. Finally, the user can create a playlist of all their favorite stories to listen to.

SUSHI GRACELAND LIBRARY- JAVASCRIPT

Using Counter 5 reports and Sushi's Api Calls this program automatically generates dynamic graphs and information about Graceland's library usage. This page connects to a Mongo Database and queries it based on the information provided by the User.
The Database is updated daily using API calls to different Sushi Counter 5 servers then filtering the JSON file into appropriate fields.

SUSHI MACHINE LEARNING- PYTHON

Building off an existing project I created an extra column in the SQLite database with a rough estimate of what genre a book is based purely on its title. Added a file that can be called that to allow the service to be updated automatically once set up.

ACTIVITIES

ICPC CODING CONTEST (2022)

Participant of one of Graceland University's programming teams with an assigned role of programmer. Competed with 150 teams in a 5-hour coding contest judged by the number of challenging questions solved and how fast it took to complete them.

ACKERLY SCHOLARS

Ackerly Scholars are required to maintain at least a 3.5 GPA overall, participate in Hackathons and create a computer science project to present every year.

ACM CLUB

The Association for Computing Machinery club discussed or practiced coding problem-solving through resources such as Katis in preparation for their semi-annual coding competitions.

BASEBALL

Graceland baseball players were required to maintain a balance between school and sports by creating time to study outside of class and during daily practices or games.