

Joshua Walters

4th Year BS - Software Engineering

Dedicated and motivated software engineering student with a passion for creative and efficient problem solving. In addition to demonstrating knowledge of computer science fundamentals through work on courses and personal projects, has attained excellent communication skills through work in customer service. Eager to continue work with autonomous systems.

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📍 Calgary, Canada

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📞 (587)-582-8288

📄 joshuaw13.github.io/Portfolio-Website/index.html

🐙 github.com/JoshuaW13

EDUCATION

Bachelor of Science: Software Engineering University of Calgary (4th year, GPA 3.69/4)

09/2020 - Present

Calgary, Alberta, Canada

Courses

- CPSC 319 - Data Structures and Algorithms
- ENSF 409 - Principles of Software Development

WORK EXPERIENCE

Software Developer Intern Lockheed Martin Skunkworks

05/2023 - 08/2024

Calgary, Canada

Achievements/Tasks

- Worked to design features for autonomous systems in C++ and QML.
- Worked with network protocols such as Mavlink.
- Demonstrated ability to follow TDD best practices, which include unit, acceptance, and integration tests.
- Was able to learn and understand various frameworks, including Qt and the Gmock test framework.

Customer Service Assistant (Summer 2021,2022)

Bison Transport

05/2021 - 08/2022

Achievements/Tasks

- Demonstrated time management to complete tasks and problem solved in a dynamic fast-paced team environment.
- Accurately processed customer requests, orders, and complaints in a timely manner.
- Demonstrated strong verbal and written communication skills to collaborate both with teammates and customers.
- Quickly learned company software and regulations in regards to daily tasks.

Reference : Reference on Request

ORGANIZATIONS

Game Development Club (University of Calgary) (09/2022 - Present)

Member

SKILLS

C++

C

Java

Qt application framework

GMock testing framework

Jira

Confluence

Python

JavaScript

HTML

CSS

JUnit

Git/GitHub

MIPS Assembly

SQL

Godot Game Engine/GDscript

MS Office

PROJECTS

Feed the Floppa [🔗](#)

- Wrote and published game using the Godot game engine and GDScript scripting language.
- Applied knowledge of design patterns and object orientated design principles to create game object structure and logic.
- Tested full user application. This includes unit testing, integration testing for debugging as well as testing user experience and game design.

I'm Slime [🔗](#)

- Created an online multiplayer versus game through React JS.
- Integrated against firebase.
- Learned and applied concepts such as UI/UX design, user authentication and testing.

Cinnama [🔗](#)

- Created Movie Theater Ticket Manager through Java, JFrame and SQL.
- Worked on connecting the GUI to the java code and on parts of the GUI aesthetics.
- Gained experience applying object-orientated design principles, design patterns and best practises.
- Developed , maintained , and documented code architecture in Java.

VOLUNTEER EXPERIENCE

Samritan's purse - Operation Christmas Child (12/2023)

Helped inspect and package shoe boxes that will be delivered to children in need across the world.

LANGUAGES

English

Native or Bilingual Proficiency

French

Full Professional Proficiency