

Joshua Walters

3rd Year BS - Software Engineering

Dedicated and motivated software engineering student with a passion for problem solving and applying knowledge to projects such as games and web applications. Has experience in positions of authority and working in a fast-paced team environment. Has demonstrated teamwork and communication skills through work as a customer service assistant, refereeing and education.

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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 (3rd year, GPA 3.66/4)

09/2020 - Present

Calgary, Alberta, Canada

Courses

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

WORK EXPERIENCE

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 work environment.
- Accurately processed customer requests, orders and complaints in a timely manner.
- Collaborated and communicated effectively with team members and other branches of the company.
- Quickly learned company software and regulations in regards to daily tasks.

Reference : Reference on Request

Soccer Referee CMSA

04/2017 - 03/2021

Achievements/Tasks

- Maintained standard of play and ensured game rules are observed.
- Interacted with and communicated with parents, coaches, players and other refereeing officials as required.
- Made quick and effective decisions during gameplay to maintain order and control of the game.

ORGANIZATIONS

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

Member

SKILLS

C/C++

Java

Python

JavaScript

HTML

CSS

JUnit

Git/GitHub

SQL

Godot Game Engine/GDscript

PERSONAL PROJECTS

Calculator

- Wrote a browser based calculator application as part of the Odin project's curriculum.
- Wrote calculator software using JavaScript and DOM manipulation to process and display math operations to the user.

Cinnama

- Created Movie Theatre Ticket Managaer 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 principles and design patterns.

Pixel Art Studio

- Wrote a browser based pixel art application as part of the Odin project's curriculum.
- Used DOM manipulation to give users a variety of creative options.

Food Hamper Manager

- Created Food Hamper Manager through use of Java, SQL and JFrame.
- Worked on unit tests using JUnit.

VOLUNTEER EXPERIENCE

Samritan's purse - Operation Christmas Child (12/2022)

Helped insepect 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

INTERESTS

Game Development

Soccer

Creative Writing

Ecology