# 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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🖥 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 Developement

## 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 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.

## SKILLS

C/C++    Java    Python    JavaScript    HTML

CSS    JUnit    Git/GitHub

Godot Game Engine/GDscript

## PERSONAL PROJECTS

### Calculator ⧉
- Wrote and shipped 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.

### Pixel Art Studio ⧉
- Wrote and shipped 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.

## AWARDS

### Dean's List (2020-21, 2021-22 School Years)
*Achieved 3.60/4 or above GPA*

### Jason Lang Scholarship (2020-21 School Year)
*Achieved 3.20/4.0 or above GPA*

## LANGUAGES

English
*Native or Bilingual Proficiency*

French
*Full Professional Proficiency*

## INTERESTS

Game Development    Soccer    Creative Writing

Ecology