

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.

SKILLS

C/C++

Java

Python

JavaScript

HTML

CSS

JUnit

Git/GitHub

SQL

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.

LANGUAGES

English

Native or Bilingual Proficiency

French

Full Professional Proficiency

INTERESTS

Game Development

Soccer

Creative Writing

Ecology