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.

✉ josh.walters@shaw.ca

📍 Calgary, Canada

in linkedin.com/in/joshua-walters-9ab53822b

📱 (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 3.69/4)

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 using the Qt framework.
- Worked with network protocols such as Mavlink.
- Practised test driven developement.

Reference : **Reference on Request**

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 Developement Club (University of Calgary) (09/2022 - Present)

Member

SKILLS

`C++` `C` `Java` `Qt application framework` `GMock testing framework` `Atlassian products` `Python` `React JS` `Rest API` `JUnit` `Git/GitHub` `SQL` `Godot Game Engine/GDscript` `Node JS`

PROJECTS

Feed the Floppa ⧉
- Wrote and published game using the Godot game engine and GDscript scritpting language.
- Applied knowledge of design patterns and object orientated design principles to create game object structure and logic.

I am Slime ⧉
- Created an online multiplayer versus game through React JS.
- Integrated against firebase backend.
- 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 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