

Joshua Riley

Minecraft Neighborhood Creator | Travel Enthusiast | Software Developer
[linkedin.com/in/joshua-william-riley/](https://www.linkedin.com/in/joshua-william-riley/) | github.com/JustJoshRiley | joshiriley.tech

EDUCATION

Dominican University of California

AUGUST 2020 – AUGUST 2022

Bachelor Applied Computer Science | Full-stack Concentration

- Established a solid understanding of the fundamentals of computer science
- Learned by doing - each course culminated in six week long personal and group projects
- Collaborated remotely with colleagues, following agile process to complete deliverables by assigned deadlines

DevMountain

AUGUST 2019 – November 2019

13 week Web Application Bootcamp

- Co-ordinated with other students to build and host a full stack capstone project that allowed users to upload, play, and chat online about favorite songs
- Engineered a personal application with a database resulting in a RESTful API using React class base components, that allowed users to upload pictures and chat with others using Socket.io
- Learned and implemented full stack development tools (Javascript, Git, Github, NodeJS, ReactJS, SQL)

EXPERIENCE

Simple Breakthrough

OCTOBER 2021 – PRESENT

Developer

- Analyze legacy code to formulate how to best integrate new products into the company
- Create animations from scratch using HTML, CSS, and Javascript to achieve the UX goals established by the lead designer and stakeholders
- Visualize and engineer front end tasks, resulting in easy to read functional React components to reflect and mimic high resolution wireframes

PNC Bank

MAY 2021 – AUGUST 2021

Developer Intern

- Co-developed an interactive quiz and snake game with developer managers and a project partner to teach students frontend development basics using an agile process to brainstorm and inspire students towards further learning
- Led the use of Figma to propose a prototype for PNC and PNC clients. Achieving a self navigable prototype that decreased application development time by 50% - allowing the project to go through five iterations before
- Prepared with Scrum Master a plan to implement an object oriented design, utilizing HTML5 Canvas, CSS, and Typescript - creating reactive VueJs class based components culminating in a more modular, flexible code base for future developer use

APPLICATIONS BUILT

Hoya, Real Estate Price Prediction Project

JANUARY 2021 – March 2021

- Engineered UI, UX and Flask templates to produce easy to read, modular code that resulted in fewer merge conflicts while working remotely across teams
- Achieved a 10% increase in backlog completion by coordinating with Scrum Master and Back-end Lead to work with agile process, while simultaneously completing new features
- Reduced payload 20% by optimizing images and CSS in application to deploy to Heroku and decrease load times

Personal Portfolio

NOVEMBER 2020 – PRESENT

- Created a mobile optimized, responsive, light weight, bootstrap single page site. Containing HTML, CSS, and Javascript resulting in a minimalist three drawer themed website
- Developed an automatic light/dark mode detector that changes CSS styles based on user device preferences
- Designed and implemented lively animations to aid in directing the user's attention to interactive website content

SKILLS

Languages : Javascript, Python, HTML, CSS

Technologies : Typescript, Git, Github, React, VueJs, Firebase, Flask