

Joshua Riley

Software Engineer | Travel Enthusiast | Minecraft Nerd

[linkedin.com/in/joshua-william-riley/](https://www.linkedin.com/in/joshua-william-riley/) | github.com/JustJoshRiley | joshriley.tech | joshriley316@gmail.com

EDUCATION

Dominican University of California

AUGUST 2020 – AUGUST 2022

Applied Computer Science | Full-stack Concentration

- Broadened language knowledge by diving into practical applications of front-end and back-end frameworks
- Learned by doing - each class 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 enabled users to upload music, play songs, and communicate online about their favorite hits
- Engineered a personal application with a database resulting in a RESTful API using React class base components, that supported users uploading pictures and chatting with others using Socket.io
- Learned and utilized full-stack development tools (Javascript, Git, Node, React, SQL)

EXPERIENCE

Simple Breakthrough

OCTOBER 2021 – MARCH 2022

Developer

- Analyzed legacy code to formulate how to best integrate new features into the codebase
- Created animations from scratch using HTML, CSS, and Javascript (React) to achieve the UX goals established by the lead designer and stakeholders
- Visualized and engineered front end tasks, resulting in easy to read functional React components that reflected and mimicked high resolution wireframes

PNC Bank

MAY 2021 – AUGUST 2021

Developer Intern

- Co-developed an interactive quiz and snake game with managers and project partner to teach students front-end 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 made development smoother - allowing the project to go through multiple iterations before shipping
- 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

APPLICATIONS BUILT

Lo-oK Workspace

DECEMBER 2021 – JANUARY 2022

- Developed a full-stack application that allowed users to organize links inside of workspaces, share them with other users, and chat with other members of shared workspaces in realtime.
- Designed a MongoDB database, creating schemas and collections for users, links, workspaces, and chat messages - and created Python modules to allow for CRUD operations on these collections
- Organized a React front-end utilizing a component based architecture that mutated state and fetched back-end data using React hooks and Promises
- Exposed API routes that provided abstractions over and maintained consistency of the underlying database

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
- Increased backlog completion by coordinating with scrum master and back-end Lead to work with an 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

SKILLS

Languages : Python, Javascript, Typescript, HTML, CSS

Technologies : React, MongoDB, Docker, Flask, Git, Figma, VueJs