

Education

2nd year @ Queen's University (B.A.Sc. in Computer Engineering, Innovation Stream)

Kingston, Ontario

2021 - Present

GPA: 4.13/4.3 (Dean's Scholar)

- The Innovation stream allows me to combine engineering with courses in entrepreneurship and running your own business
- I also enjoyed courses in Data Structures & Algorithms, Object-Oriented Programming, and Digital Logic (using Quartus)

Technical Skills

I have over **5 years** of **JavaScript** experience from **NodeJS** backends to vanilla JS on websites. I started teaching myself **React** about **1 year** ago and have been using it consistently in personal projects as well as websites I have created for others. I have **4+ years** of **HTML/CSS** experience. In fact, I made this resume with just that! I started getting into mobile development **2 years** ago using **Flutter** and have used it for personal projects and in past work experience. I have been using **Java** for **3 years** and **C** for **2 years** in coursework. I have used **Firebase** and **MongoDB** backends, and have **2 years** of **Git** experience in teams and individual projects. I have played with **Linux** quite a bit in my free time and even have a home server running cloud storage and a media server.

Experience

My full work experience can be seen at linkedin.com/in/joshwfriedman.

Nutripair

Software Engineering Intern (Frontend)

Remote

January 2023 - Present

- Redesigned main pages including the login page and filter page using React Native
- Implemented a global style system to keep styles and fonts consistent throughout the app
- Ensured accessible styling with colours and fonts to allow vision-impaired users to have an equal experience with the application

Queen's Engineering Society Software Development Team

Team Manager

Kingston, Ontario

September 2022 - Present

- Managed 3 project teams, working on a chrome extension for students, a video game that takes place in a university campus, and a computer vision weightlifting coach, totalling 15 engineers
- Led brainstorming sessions to define project expectations, goals, and desired final product
- Implemented a clear project management and tracking structure using Notion and Slack to ensure each team member contributed to the project and that their learning was supported by others

Homeslice Team Member

September 2021 - April 2022

- Created a Tinder-style app to help students find housemates with similar living styles and preferences
- Defined a Firebase database structure and used it to match users based on their saved preferences
- Created an interactive mobile application using Flutter which included the hallmark Tinder-style swiping, a messaging UI, and user authentication

Projects

Check out more projects at joshfriedman.dev. All source code is available at github.com/jwigiff.

Iris

A live transcription and translation tool to help international students learn in their non-native language. Uses AssemblyAI's transcription API, Google Translate's API, and WebSockets for connecting users and sending data. Allows for multiple languages to be translated to in parallel. We won two awards at QHacks 2022.

Jumper

A platform jumper game that has a new challenge each day. Daily global leaderboard shows usernames with the highest score. Players can compete with each other live and watch each other's characters jump at the same time. Built with Vanilla HTML/CSS, Babel, and using Google Datastore.

JARVIS Discord Bot

A multi-purpose discord bot made using Discord.js. Features included playing music, search Google Images, Giphy and Urban Dictionary. Used CleverBot API to have human-like conversations with users using AI. Was used on 5000+ servers!

Other Interests

There's more to me besides engineering! I have a passion for music, both listening and performing. I am currently part of a pit band for a musical and I ran a charity concert called Covid Creations that raised over \$14,000 for Sunnybrook Hospital's Covid Research Fund! I also enjoy martial arts and currently hold my 3rd degree black belt in Karate.