

Joshua Venable

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Education

Bachelor of Science in Computer Science with Honors

Graduation Date: May 2025

Double Concentration in Software Security and Data Science

Gonzaga University, Spokane, WA

Honors Program | President's List | Chess Club, Intramural Soccer, Cricket Club

GPA: 3.94

Technical Skills

Java, C++, Python

OOP, Angular/JS, AGILE

Spring, Gherkin, ADO

MySQL, Git, Kafka

Network Basics, Linux

IntelliJ, MongoDB, JUnit

Engineering Experience

Software Development Intern

June 2023 – August 2023

- Developed and deployed to production a revamped bank account system that allowed for centralization and auditing while using Java, Angular, Kafka, and Spring to send information to a global reporting infrastructure.
- Performed as a part of a lean AGILE scrum team of 12, utilizing Test Driven Development.
- Added features based upon customer feedback, and created test plans, unit, and automation tests with gherkin.

Spokane Mayor's Cup CTF

February 2023

- Collaborated on a 2-person team for a Capture the Flag event held by Spokane Washington, in which over 300 people attended in groups of up to 5.
- Achieved 2nd place in the lower division in which first-time participants competed in.

Gonzaga Hackathon | Gonzaga University

October 2022

- Implemented an Android Wear OS application in Java for tracking running times as a 2-person group at the Gonzaga University Hackathon.

Additional Experience

Software Teaching Assistant | Gonzaga University

Sept. 2022 – Present

- Assisted with the production of clean and clear code of students and peers. Tested, graded, and gave feedback on software to students.
- Demonstrated ability to be flexible with time and with resources to help students in a timely manner.

Lead Researcher

Sept. 2019 - March 2020

- Researched and developed a protocol for police to use in the field in Washington to minimize the use of force while encountering a mentally unwell person.
- Recipient of 3rd place for the Washington State Science and Engineering Fair (WSSEF) and the Central Sound Regional Science and Engineering Fair (CSRSEF)

Vice President | Mental Health Awareness

Oct. 2019 – Apr. 2020

- Collaborated in leading a group of 8 to connect with schools from Washington to California
- Facilitated the connection of Mental health services to schools and communities from around the West Coast, as well as organized the production of services and educational events in schools.

Lead Programmer

Sept. 2017 - June 2018

- Led a team for the creation of the classic 'Hunt the Wumpus' game for a competition held by Microsoft.
- Received 3rd place for implementation of our program out of 40 other teams from across the state.
- Collaborated on a team of 6 people working towards a single project, using workflow techniques through GitHub.

Team Member | Chick-Fil-A

Sept. 2019 – Aug. 2022

- Provided service by utilizing teamwork and communication skills to ensure satisfaction among guests.