

Joshua Sooaemalelagi

Software Engineering Student at Brigham Young University-Idaho

208-840-0368 | sooaemalelagij@gmail.com | [linkedin.com/in/joshua-sooaemalelagi/](https://www.linkedin.com/in/joshua-sooaemalelagi/) | github.com/nortories

Education

Brigham Young University– Idaho, Rexburg, ID Expected December 2024
BS in Software Engineering with minor in Web Development
3.9 Major GPA

Skills

Programing Languages: Python, C#, C++, Bash, HTML, CSS, Javascript, SQL
Platforms: Git/Github, AWS, SolidWorks, Unity, Godot, Unreal, Svelte, Node.js
Databases: SQL and Google Firebase

Minor

Web Development

Demonstrated proficiency in HTML to define structure and content of webpages using CSS
Designed and developed content that was visually appropriate, usable and findable
Worked with JavaScript to handle interactions within the browser including JSON and remote APIs
Debugged HTML, CSS and JavaScript programs

Certificates

Computer-Aided Design and Drafting (CADD) Certificate

Analyzed and solved problems involving functions, algebraic expressions and systems of equations
Proficiency in Excel, 2D modeling program AutoCAD and 3D parametric program SolidWorks
Created and interpreted geometric dimensions for mechanical engineering drawings

Programming Certificate

Programmed with Functions, Classes and Data Structures and Applied Programming
Wrote 40,000+ lines of custom Python code in 80 projects as seen from examples on Github

Software Design Certificate

Led teams and created 20 programs with Algorithms, Modularization, Encapsulation and Inheritance
with ~1,500 lines of authored C++ code
Developed visual representation skills including UML structure charts and data flow diagrams

Hackathon Certificate

Awarded 3rd place in 24hr Hackathon out of 100+ participants in Media and Communication category
Received recognition for outstanding ingenuity, technical prowess and relentless determination

Experience

Child education app, Rexburg, ID May 2023-June2023
Designed and constructed interactive mobile application using Unity and object oriented programming
Created an extensible game framework that helped students practice maths in fun and engaging way

Task Tracker app, Rexburg, ID January 2024-February2024
Built task tracker app in python using Tkinter with Bootstrap
Used to manage and track amount of time spent on tasks, increasing personal productivity and awareness

Portfolio game, Rexburg, ID March 2024-Present
Developing a way to showcase my projects in a Portfolio game

Work History

Lab Director at Tutoring Center | BYU-I, Rexburg, ID April 2023-Present
Teaching Assistant for programming classes | BYU-I, Rexburg, ID October 2023-Present
Waterproofing Foreman | United Roofing, Calgary, AB February 2018-December 2022