Joshua Chiang

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Passionate about improving my skills in web and app development, I tend to have an inclination towards backend development, as is what I have been mostly exposed to. However, I maintain an open mindset and eagerness to explore new front-end technologies. I am enthusiastic about contributing my knowledge and dedication to an internship opportunity in order to grow as a software engineer.

PROJECTS

Workout logger

- Java application to keep track of my workouts
- Implemented RESTful API to create, read, update, and delete workout sessions using Spring Boot
- Utilized MySQL Workbench for data management, enabling CRUD actions via endpoint

Maze ball Mobile app Game (Java)

- Group project Android puzzle game using Spring Boot and Android Studio
- In charge of the backend of the app, anything from endpoints, databases and managing the Gitlab repo
- The gameplay features realistic balls gravity physics and challenging elements such as ice and wind
- It includes a competitive multiplayer versus mode for intense puzzle-solving experiences

Pokemon Game (C, C++)

- Pokemon-inspired Roguelike game using ASCII graphics
- A turn-based role-playing game that combines elements of Pokemon and Roguelike games
- Presented using ASCII graphics to create a retro aesthetic within the terminal interface

Move the Block

- Slide puzzle game using Java with an object-oriented approach
- Utilized event-driven programming to enable user input for tile movements
- Implemented a visually appealing user interface with graphics rendering and intuitive controls

PROFESSIONAL EXPERIENCE

ISU DINING - Student Worker

January 2022 – December 2023

- Assisted in providing customer service
- Contributed to catering services for large-scale events
- Ware washing and facility maintenance

EDUCATION

Iowa State University, Ames, IA B.S. in Software Engineering - GPA 3.61/4.00 Graduation - Spring 2025

SKILLS

- Programming languages: Python, Java, C, C++, MySQL, HTML, CSS, JavaScript
- Technical: Git, Github, Vscode, JetBrains IDE, Spring Boot, Android Studio
- Languages: Fluent in Spanish and English