Josh Holman

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Education

Bachelor of Science in Computer Science, Minor in Mathematics
California State University, Fullerton
August 2023 - December 2025

Experience

Mathnasium, Rancho Palos Verdes, CA & Fullerton, CA

Instructor (Mar 2024 - Present)

- Tutor K-12 students to help them achieve math goals.
- Reinforce skills students learn in class and introduce new concepts.

South Bay Tennis Center, Torrance, California

Coach (Aug 2021 - Aug 2024)

- Coached kids and adults alike in group workouts and lessons.
- Honed skills in leadership, communication, and time management.

Technical Skills

Programming Languages: Python, C++, C, Java, Go, JavaScript, TypeScript, Lua, bash, SQL
Technologies: Gin, Django, FastAPI, Bun, React, Terraform, AWS, Pandas, Scikit-Learn, POSIX threads
Development Tools: Nix/NixOS, Docker, Git, Vim, GitHub Actions, Linux

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Projects

ACM Chapter API (api.acmcsuf.com)

Repository: github.com/acmcsufoss/api.acmcsuf.com
Technologies: Go, Gin, SQLite, OpenAPI, Nix, GitHub Actions, Fly.IO Cobra
Role: Project co-leader & lead developer

- Lead developer of acm@CSUF's REST API that manages data for club of 2,500 members.
- Create tasks, delegate work, and review code for team of 7 core developers.
- Created a CI/CD pipeline to drastically speed up development cycle and reduce programming errors.
- Created reproducible development environment with Nix/direnv and comprehensive docs to speed up onboarding.

Productivity App (Motion)

Repository: github.com/tomasohchom/motion
Technologies: Go, Terraform, Typescript, Tanstack, React, MinIO, AWS, Docker
Role: Back-end developer & DevOps lead

- Led development of Go services for microscervices architecture backend.
- Containerized services for eventual deployment to cloud using AWS Fargate.
- Wrote Terraform Infrastructure as Code (IaC) for reproducible deployments.
- Wrote integration and e2e tests for automated testing in CI pipeline.

Video Game (Re: Imagine)

Repository: github.com/TheJolman/re-imagine
Technologies: C23, Raylib, CMake, GitHub actions
Role: Project manager & lead developer

- Delegate tasks to artists and other developers (team of 6) with project management software.
- Design gameplay system and create abstractions in C to reduce programming errors for new team members.
- Created CI pipeline to speed up review/feedback/merge cycle.

Personal Site (www.jolman.me)

Repository: github.com/TheJolman/www.jolman.me
Technologies: TypeScript, Preact, DaisyUI, Vite, Bun, Vercel **Role**: Sole developer

- Implement site as extremely fast SPA using preact-iso for client-side routing
- Design UI elements with Preact and DaisyUI

Extracurriculars

ACM Chapter, Cal State Fullerton

Open Source Team Officer (Jan 2025 - Present)

- Work with team to create and deliver workshops on software development topics to 100+ students.
- Led several workshop and demos on important technologies and tools (e.g., Advanced Git, Rust, GitHub Actions, Consuming REST APIs).
- Led sub-group for developing api.acmcsuf.com (see above).