Joseph Azevedo

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EDUCATION

Bachelor of Science, Computer Science
Concentration: Information Internetworks & Media

Graduation date: May 2021 (Expected)

SKILLS

PROGRAMMING: Java, Scala, JavaScript, HTML/CSS/Sass, Python, C#

SOFTWARE: Git, Docker, Kubernetes, OpenShift, LATEX, JetBrains IDEs, Nginx, Apache, Wordpress,

Webpack, Jekyll, Gatsby.js, Storybook, Socket.io, Redux

FRAMEWORKS: Bootstrap, jQuery, D3, Node.js, WPF, Android SDK, .NET, Play, Akka, Vue.js, React, Flask

CONCEPTS: Containerization & Orchestration, Agile development, Microservice architectures

RELEVANT COURSES: Object oriented programming, Data structures & algorithms, Objects & design, Com-

putational organization & programming, Information visualization, Systems and Net-

works, Database systems

PROJECTS

MAY 2019 - CURRENT | Architus Fullstack Application

Open source Discord bot with React web dashboard \mathcal{E} microservice backend \bullet archit.us \bullet (Github)

- Engineered frontend web app with React/Redux to consume, display, and process API data
- · Helped build microservice-based backend using Flask, ØMQ, PostgreSQL, Kafka, and Elasticsearch
- Developed documentation sites: Gatsby-based implementation docs site & Storybook component docs

Jun 2018 - Current

Gamefest Website: Event Information

Static site development as a part of a team • gamefest.gg • (2018)

- Developed static jQuery/Bootstrap site hosted using Apache in 2018
- Rebuilt the site using React/Gatsby.js/Bootstrap and deployed on Netlify in 2019
- Leveraged CI patterns such as license compliance, linting, and automated deployment
- Interfaced with third-party tournament service Smash.gg for payment and registration

JAN 2019 - MAY 2019

Risk Web Application

Software engineering class group project • riskgame.ga • (Github)

- Helped build front-end with Vue.js/Vuex and Bootstrap, leveraging a Konva.js canvas to render the game
- Engineered back-end and accompanying network model in Scala Play, using Akka actors to provide a stateful and scalable way of processing game & lobby state
- Containerized application using Docker Alpine JRE image and configured Kubernetes/OpenShift deployment on OpenShift Online as well as Azure

WORK EXPERIENCE

FEB 2019 - CURRENT

Web Designer & Developer

Axis Replay • Before (archived) • After (staging)

- Redesigned company's main website, developing accompanying mockups and branding guidelines
- · Developed custom PHP to handle modular and conditional injection of various styles and scripts
- Used an Apache/MySQL/PHP stack with Wordpress on AWS to configure staging before deploying

LEADERSHIP

APR 2019 - CURRENT

President

Georgia Tech Esports Club

- · Led one of the largest student orgs at GT with over 300 active members, comprised of over 30 teams
- Developed and unified branding for the club and its events, including logos, graphics, and videos
- Conducted corporate outreach and maintained relationships with campus administration and outside companies for funding and partnerships