Joshua Francis

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❖ Technical Skills

Palantir:	Advanced	**Python:**	Intermediate	**CI/CD:**	Intermediate
Dataiku:	Advanced	**React:**	Intermediate	**Linux:**	Novice
Docker:	Advanced	**JavaScript:**	Intermediate	**K3s:**	Novice
GitOps:	Advanced	**C# / Java:**	Intermediate	**Assembly:**	Novice

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❖ Education

Louisiana State University of Shreveport | BS in Computer Science | Concentration: Software Development

↳ GPA: 4.0 (Chancellor's List 2021 - 2025)

↳ Graduation Date: May 2025

❖ Work Experience

Data Engineering Support Specialist | Small Business Consulting Corporation (Active Security Clearance)

May 2024 - Present | Bossier City, LA

↳ Create software solutions for the United States Department of Defense under the Air Force Global Strike Command, headed at Barksdale Air Force Base

Software Developer | Louisiana State University in Shreveport

February 2024 - April 2024 | Shreveport, LA

↳ Developed a Python visualization tool to analyse temperature variance in robot traversal paths. Led a team to assemble and deploy an autonomous Blue Boat robot at LSU Shreveport Watershed Institute

Software Engineer Intern | PRAESES

June 2023 - August 2023 | Shreveport, LA

↳ Managed Kubernetes instances, configured and maintained Backstage instances with custom JavaScript plugins, and implemented containerization using Docker and Flux in a K3s environment

↳ Created CI/CD pipelines with DevOps principles in Gitlab (GitOps) in the deployment of applications and tests

Cyber Challenge Writer | CYBER.ORG

August 2021 - August 2022 | Bossier City, LA

↳ Created over 500 cyber challenges for CYBER.ORG's CTF events for elementary through high school

↳ Implemented challenges involving programming, cyber security, and problem-solving, with a focus on increasing student engagement and pursuit of creativity in a collaborative environment

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❖ Projects

Senior Project | Team Lead & Full Stack Developer

↳ Led a team to create a prototype artificial intelligence weather forecasting application for the Air Force Global Strike Command for use in mission planning and reporting

Full Stack Database Application | Full Stack Developer

↳ Engineered a full stack database advancing my proficiency in schema design and SQL implementation with Java, laying a solid foundation for real-world database implementations

Kinect Posture Software | Front End Developer

↳ Created detection software using Xbox's Kinect SDK with a development team for the purpose of negative reinforcement to correct posture using C# and XAML alongside hardware solutions with Arduino