

Joseph Aschenbrenner

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Experience

Software Engineer

Grata Software, Orlando, FL

May 2022-Present

- Developed front-end and back-end enterprise applications using a multitude of languages and technologies to adapt to client needs.
- Served as the lead engineer of a global application used by employees of an international technology company, creating a management software to handle data received across 20+ time zones.
- Proactively addressed the need for an internal application by designing and creating one to track leads and potential clients, streamlining information management with contact details and concise company summaries.
- Mentored a software engineering intern, collaborating to build a prototype for a client.
- Led deployment to and management of UAT and production environments.

Intern

AgileThought, Tampa, FL

June 2019-July 2019

- Supported the Office 365 platform with projects such as leading the integration of 200+ employee profiles to the Microsoft Teams communication platform.
- Analyzed and ensured the validity and accuracy of tenured employee profiles within an Excel database.
- Programmed a single-board computer (Raspberry Pi) to present company images and videos on a flatscreen display at the entrance of the office.
- Initialized and configured company laptops for use by the US-based workforce.

Projects

AI Recipe Recommendation App

- Developed a cross-platform application using Ionic framework for iOS, Android, and Windows.
- App generates recipe ideas with the user's available ingredients through AI-generated suggestions.
- Leveraged OpenAI's GPT-3.5 language model to power the AI-driven recipe recommendation feature.
- Implemented a clean, minimalistic interface that allows users to input and track their available ingredients and view a variety of recipe ideas.

Merge Sort Ranking Program

- Created a program in the C language that utilizes the Merge Sort sorting algorithm to rank items in an array
- User inputs a series of entries which are stored in an array of strings, with all memory being managed dynamically. Once the user is finished inputting entries, the user makes a series of choices between 2 entries at a time to rank them by the nature of Merge Sort.
- Utilized knowledge of dynamic memory, recursion, and sorting algorithms (incl. run time complexity)

Obstacle-Avoidance Game Application in Unity

- Developed a 3D game application written in C# using the Unity Game Engine.
- Application currently features 3 levels of increasing difficulty.
- Player is controlled using the physics engine built into Unity; the player moves forward automatically and has the ability to slide left and right to avoid obstacles.

Education

UNIVERSITY OF CENTRAL FLORIDA, Orlando, FL

December 2024, Bachelor of Science in **Computer Science**

Relevant Coursework: Computer Science I, Object Oriented Programming, Security in Computing

Honors/Awards: **UCF Provost Scholarship, National Honor Society, Burnett Honors College, FL Bright Futures**

Skills

- PROGRAMMING LANGUAGES: C#, HTML, CSS, JavaScript/TypeScript, PHP, Python, SQL
- FRAMEWORKS: .NET Core, Angular, Laravel, Ionic
- MISC. TECH SKILLS: Web Design, Figma, Graphic Design, Amazon Web Services, Unity Game Engine, PowerShell, GitHub, Jira, Agile/Scrum Methodology