Joseph Aschenbrenner

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Experience

Software Engineering Co-Op | Grata Software, Orlando, FL | *May 2022-Present*
- Developed full stack enterprise applications using .NET (C#) and Angular (HTML/CSS/JavaScript), among other technologies.
- Led the completion of a global scheduling and management application, handling thousands of requests in 11 countries across 20+ time zones and adhering to W3 accessibility standards.
- Proactively designed and developed an internal application, streamlining lead tracking and client management for the sales team.
- Expanded role to contribute to design initiatives, QA, and AWS cloud deployment within the development team.

Technology 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, Computer Logic and Organization, Discrete Math, Intro to Machine Learning Algorithms, Web and User Experience, 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, Angular
- MISC. TECH SKILLS: Figma, MS SQL Server, GitHub, UI/UX Design, Amazon Web Services, Visual Studio, PowerShell, Jira, Agile/Scrum Methodology