

# Joseph Roque

## Education

### Pursuing Honours B.Sc. in Computer Science

University of Ottawa — Ontario, Canada  
3rd year, graduating December 2017  
3.86 GPA / 4.0

## Contact

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## Skill Highlights

- **Java** — 6 years, classes and personal projects
- **Android** — 1.5 years, experience developing apps
- **SQLite, PostgreSQL** — 1 year in class and for apps
- **Python** — 2 years for scripting, web scraping
- Setup of continuous integration (Jenkins/Travis)
- JUnit, Robolectric, Android instrumentation tests
- Adobe Flash, Illustrator, Photoshop
- Working under pressure (hackathons, Ludum Dare)

## Personal Projects

### 5 Pin Bowling Companion

[bowlingcompanion.ca](http://bowlingcompanion.ca)

Published an **Android/Java** app to track 5 pin bowling statistics. Interfaces with a **SQLite** database to analyze the user's progress over time. Presents the data textually, or graphically over time. 2,500+ downloads in the Play Store, 4.4 average rating.

### The Broken Quill Society

[thebrokenquillsociety.com](http://thebrokenquillsociety.com)

Designed and developed a **Ruby on Rails** app for the University of Ottawa Creative Writing Club to share their personal works and offer feedback on each other's writing. I am currently acting as webmaster of the club, managing the site through **Amazon EC2**.

### Lead the Bunny

[github // lead-the-bunny](https://github.com/josephroque/lead-the-bunny)

Created, designed, and coded a **2D Java** game from scratch in under 48 hours for Ludum Dare 26. No additional libraries or engines used. Top 300 out of 1609 entries for "Innovation."

### The Adventures of Charles

[github // the-adventures-of-charles](https://github.com/josephroque/the-adventures-of-charles)

A 2D sidescroller/RPG game developed in **Java** for a grade 12 computer science final. Required an understanding of **Canvas**, **double-buffering** and **SWING**. All graphics designed by myself.

### Swip

[github // swip](https://github.com/josephroque/swip)

A mobile game currently being developed with **libGDX**. To be released on iOS and Android. A simple game where you match the coloured ball to coloured walls before the timer expires.

## Work Experience

### Microsoft Studios, Software Engineering Intern

January 2016 - April 2016

- Participated in overhaul of the NFL app for Xbox One and Windows 10 for the 16/17 season
- Responsible for improving user experience throughout the app by implementing variations of live, constantly updating tiles, and fixing bugs
- Contributed to a universal Windows app, undergoing commit reviews and regular build reviews

### ADGA Group, Junior Engineer

May 2015 - August 2015

- Full responsibility for design and development of a new Android application (**Java/Android**)
- Shared responsibility of back end server development (**JavaScript/Node.js**)
- Teaching teammates (qualified software engineers) about the basics of Java and Android to the point of being able to contribute to development of the Android app alongside me
- Participation in an agile/scrum software development environment