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

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

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 website through **Amazon EC2**

Bowling Companion for Pebble
github // bowling-companion-pebble

Developing a **Pebble** app using **C** to accompany the bowling app for Android, allowing users to enter games from their watch. Earn honourable mention at a Pebble hackathon in Ottawa.

Campus Guide
github // campus-guide

Developing a hybrid mobile app using **React Native** for students at the University of Ottawa to help them get introduced to the school and the city. To be released in September 2016.

gitpizza
github // gitpizza

Developed a command-line app in **Python** to allow a user to create and place a pizza order using commands similar to those of git. Winner of "Best Developer Tool" at whacks 2016, in Vancouver.

Work Experience

Microsoft, *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