Joseph Roque

Education Contact

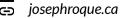
Pursuing Honours B.Sc. in Computer Science University of Ottawa — Ontario, Canada

3rd year, graduating December 2017 3.86 GPA / 4.0

contact@josephroque.ca



joseph-roque josephroqueca



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 thebroken quill society.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**

For more of my projects in React Native, Python, C, and JavaScript, visit github.com/joseph-roque

Work Experience

Huawei, Seeds for the Future

May 2016

- Invited by Huawei Canada to their global headquarters in China as a representative of the University of Ottawa for the 2016 Seeds for the Future program
- Will spend a week learning from their engineers in the telecommunications industry, and a week learning Mandarin and experiencing the culture of China

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