

Joseph Tyler Buenaventura

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EDUCATION

San Francisco State University, San Francisco, CA

Expected: June 2022

Bachelor of Science in Computer Science, GPA: 3.5

PROJECTS

TCP/UDP Centralized Client-Server Network – Course Project

Oct. 2021 – Present

- Showcases features such as server-side messaging, broadcasts, and secure chat channels.
- Employing the use of TCP, UDP, PGP, and CDMA protocol to send and receive data.
- Handles multiple requests and responses with a custom protocol to process data to and from the server.
- Designing the system in Python using concepts and libraries including sockets, threading, and data serialization.

Blog Website – Personal Project

Oct. 2021 – Present

- Programming a blog website featuring users, posts, and comments for personal career updates.
- Utilizing a developed plan to ensure straightforward user experience and functionality.
- Practicing best habits of non-trivial file structure, data security, and code structure.
- Engineering with a ReactJS frontend connected to a database for user data and authentication.

Custom File System – Course Project

Apr. 2021 – May. 2021

- Featured operations such as creating, deleting, and accessing file and directory information within a custom shell.
- Oversaw the implementations of each team member and tested each operation to achieve expected output.
- Incorporated Linux system calls, memory management, and threading to create a functional file system and shell.
- Built in C and tested in a Linux environment with a team of four team members.

Tank Game – Course Project

Sep. 2020 – Dec. 2020

- Processes over 20 entities on-screen at a time at a sustainable and playable framerate.
- Implemented player tank, AI tank, tank shell, environmental object, and power up features for replayability.
- Constructed simple entity collision and physics for tank, tank shell, environment, and power up entities.
- Crafted the GUI and game elements using Java, Java Swing, and MVC architecture.

RELEVANT EXPERIENCE

Web Application Developer – Doneboard

July 2021 – Oct. 2021

- Reduced client communication time by over 50% by deploying automation for sending follow-up emails to clients.
- Improved overall client happiness by implementing over 20 features based on client and internal feedback.
- Created automated audits impacting over 500 devices in database with incorrect and out-of-date data.
- Proposed and synthesized web app features and elements using Bubble.io in a team of two.

OTHER EXPERIENCE

Builds Technician Lead – Doneboard

July 2021 – Oct. 2021

- Facilitated over 50 internal process changes using documentation and process improvement proposals.
- Maintained data and inventory of over 2000 devices through a custom inventory management web application.
- Organized weekly check-ins, meetings, and support coverage to ensure team success and happiness.
- Coordinated a team of 4 other technicians to handle over 40 client requests a day.

Builds Technician – Kinetix Technology Services

Nov. 2020 – July 2021

- Developed configuration automation saving at least one hour of time spent on a single configuration.
- Supported over 20 tickets a week involving technical support, user account creation, and internal tech support.
- Diagnosed and fixed internal documentation errors which unnecessarily cost other technicians hours of time.
- Supplied hardware support for over 30 clients and 20 other internal employees.

SKILLS & INTERESTS

Programming Languages: C, C++, CSS, HTML, Java, JavaScript, Python, React, SQL, TypeScript

Other Tools & Technologies: Firebase, Git, Jamf, Linux, MacOS, MongoDB, Netlify, Windows

General Concepts: Analysis of Algorithms, Data Structures, Object-Oriented Programming, Software Development

Other Concepts: Computer Networks, Database Systems, Operating Systems, Programming Paradigms and Languages

Interests: Backend/Frontend/Full stack Development, Cybersecurity, Data Analysis, Hardware, QA