Joshua Cepeda

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Education

Bachelor of Science in Computer Engineering, University of Notre Dame

2018 - 2022

- 3.6/4.0 GPA
- Trustey Family Merit Scholar

Key Skills

- Python (5 years)
- C/C++ (4 years)
- JavaScript (5 years)
- MATLAB (1 year)

- Yocto Project/bitbake (1 year)
- Shell Scripting (2 years)
- HTML/CSS (5 years)
- LaTeX (3 years)

Work Experience

Software Engineer, Virtalica Inc.

2022 - Present

- Developed REST API to interface with S3 and NFS cloud backends with Django and Python
- Used C to develop highly concurrent custom NGINX module code
- Programmed firmware in C for use in secure embedded applications
- Assembled server hardware for use in secure computing environments

Research Assistant, Center for Research Computing

2019 - 2021

- Collaborated with students from other universities to write a System-On-Chip benchmarking suite in shell script
- Built custom Linux build environment with Yocto targeting Enclustra System-On-Chip board

Computing Assistant, Notre Dame Department of Engineering Science Computing

2019 - 2021

- Wrote PowerShell and shell scripts to automate installation and maintenance of Windows computer clusters
- Performed routine maintenance and updates on school Windows and Linux computer clusters

Teaching Assistant, Notre Dame Department of Computer Science and Engineering

2021 - 2022

- Courses: Systems Programming, Operating Systems
- Tutored fellow students core concepts of Unix systems programming and operating systems principles
- Assisted with debugging and grading students' Python, shell script, and C programs

Activities

Notre Dame Data Club Hackathon

2020

- Worked in a small team to perform data analysis with Python and R
- Developed an interactive website with to present findings with HTML/CSS/Javascript

Irish Hacks Hackathon

2019

• Worked in a small team to develop a Chrome extension to scan for and retrieve news articles, using JavaScript and the IBM Watson API

Personal/Hobbies

· Training in classical piano

Running and playing tabletop role-playing games

Game development with Godot, Unity, and PICO-8