Joshua Gorman Hoboken, NJ

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Education

Stevens Institute of Technology **Hoboken, NJ**

Bachelor of Science in Computer Science | GPA: 3.85/4 Expected Grad: May 2024

Relevant Coursework: Data Structures(Java), Linear Algebra, Discrete Structures(Racket), Algorithms(C++), Web Programming(JavaScript, NodeJS), Computer Architecture and Organization(C, ARM64 Assembly)

Extracurriculars: *Software Engineering Club Secretary, Computer Science Club, Game Development Club*

Technical Skills

Languages: Java, Python, JavaScript/TypeScript, HTML/CSS, C++
Frameworks: NodeJS, React, TailwindCSS, NextJS, Express
Tools: Git/Github, Figma, VSCode, Xcode, Adobe Illustrator/Photoshop
Libraries: jQuery, LeafletJS
Databases: MongoDB

Experience

Stevens Institute of Technology **Hoboken, NJ**

Research Assistant June 2022 – Aug 2022

Technologies Used: JavaScript, HTML, CSS, jQuery, Leaflet.js

- Collaborated with NUKEMAP creator to bring similar visualizations to meteor strike models in JavaScript.
- Built a baseline version of the website from scratch to be deployed and easily maintained over its lifetime.
- Optimized complex physics based calculations and translated them into JavaScript functions.
- Designed a test bed environment with HTML, CSS, and JavaScript to experiment and test equations.
- Utilized Leaflet.js and OpenStreetMaps to provide an interactive map displaying important simulation info.

Projects

Personal Website | Website

Technologies Used: TypeScript, NextJS, TailwindCSS, PostCSS, React, Framer Motion

- Designed a personal website with NextJS and React to showcase personal projects and design skills.
- Utilized several modular components along with social media API's to fetch and showcase external data.

Monocle | Mobile & Web Application

Technologies Used: JavaScript, TypeScript, NodeJS, ReactJS, Expo, Heroku, Git

- Designed a mobile app to transcribe images of printed text from a photo using Expo's cross-platform service.
- Coordinated with backend developers to provide an interactive and smooth UI experience for users.
- Optimized photo compression to cut down on transcription time, while also cutting down on upload size.

Tree Method Proposition Solver | Terminal Program

Technologies Used: Racket

- Built a program that takes in a set of propositions and a conclusion then algorithmically goes through the tree method.
- Optimized the program to solve complex and nested propositions with no upper limit or maximum combination.

Voice & Remote Controlled Assistant | Mobile Application & Hardware

Technologies Used: Arduino, Alexa Skills API, AWS, Particle IDE, Particle Cloud API

- Prototyped and constructed a robotic arm that utilizes voice and remote controls to perform user-specified tasks.
- Built an AWS Lambda function to deploy data from an Alexa skill which reacts to custom voice input.
- Developed a full cross-platform mobile application that controls hardware through the Particle Cloud API.