Joshua Esrig

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EXPERIENCE

LastLock   **August 2023 - December 2023**
Software Engineering Co-op   *Madison, Wisconsin*
- Took the role of Scrum Master on a student development team, overseeing sprint planning, facilitating stand-ups, and fostering collaboration to enhance project efficiency.
- Developed backend algorithms in Swift to handle building and in-room navigation from data derived from Apple's RoomPlan API.

Kohl's Corporate   **June 2023 - August 2023**
Software Engineer Intern   *Milwaukee, Wisconsin*
- Worked on the Rewards Team, which oversees the Kohl's Rewards Program and the accompanying Credit Card
- Took the role of a full time developer, acting as an individual member of agile development
    - Built production apps with Java Spring that rewarded bonus Kohl's Cash to users, giving ~3 million dollars monthly to a user base of 80 million
    - Implemented parallelism to speed up month end rewards processes by 80%
    - Created REST API endpoints to reprimand users who utilized the program for fraudulent purposes
- Leveraged Google Cloud and MongoDB to retrieve and modify reward account data, and implemented Kafka messaging systems. Deployed applications using Openshift in LLE, Staging, and Prod environments.

The Odin Project   **May 2022 - September 2022**
Self-Directed Learning   *Remote*
- The Odin Project is a free, educational resource for aspiring developers to strengthen full stack knowledge
- Took 20 hours a week of courses, familiarizing myself with the likes of HTML, CSS, JavaScript, and Ruby

EDUCATION

University of Wisconsin - Madison   **September 2020 - December 2023**
BS, Computer Science
- GPA: 3.8/4.0
- Zeta Beta Tau Fraternity, Boxing Club, Euchre Club

Danish Institute for Study Abroad (DIS) - Copenhagen   **January 2023 - May 2023**
Artificial Neural Networks and Deep Learning
- GPA: 3.8/4.0
- Focused on both theory and practice, learned about and trained different neural network models, while learning about their applications for real world use cases

PROJECTS

Gotta Generate Em' All, Using GANs To Generate Pokemon: https://tinyurl.com/GenerateEmAll
- Using TensorFlow to implement a GAN (Generative Adversarial Network) for generating new Pokémon images, addressing challenges like mode collapse and image complexity

Personal Portfolio: esrig.net
- Application of my garnered knowledge from **The Odin Project**

LANGUAGES, SKILLS & INTERESTS

- **Languages:** Java, C, Python, JavaScript, Swift, Ruby
- **Skills:** Java Spring, MongoDB, Kafka, RESTful API, React.js, Flask, MySQL