

# Joshua Esrig

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## EXPERIENCE

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### 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
- As an intern, I contributed as if I was a full time developer, acting as an individual member of agile development
  - Built apps with Java Spring that rewarded bonus Kohl's Cash to users, giving ~3 million dollars monthly
  - Created REST API endpoints to reprimand users who utilized the program for fraudulent purposes
- Leveraged Google Cloud and MongoDB to retrieve and modify transaction data, and implemented Kafka messaging systems. Deployed applications using Openshift in LLE, Staging, and Prod environments.
- Implemented Extreme Programming methodologies, including iterative development, continuous integration, pair programming, and agile engineering practices, to drive efficient and collaborative software development

### 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

### Code Ninjas

January 2019 - February 2021

*Programming Tutor*

- Taught the Basics of JavaScript, HTML, and Scratch to children aged 7-14
- Engaged in self learning to bolster knowledge on curriculum while maintaining a rigorous class schedule

## EDUCATION

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### 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

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### Gotta Generate Em' All, Using GANs To Generate Pokemon: <https://tinyurl.com/GenerateEmAll>

- The article uses TensorFlow to implement a Generative Adversarial Network for generating new Pokémon images, addressing challenges like mode collapse and image complexity.

### Personal Portfolio: [esrig.net](https://esrig.net)

- Application of my garnered knowledge from **The Odin Project**

## LANGUAGES, SKILLS & INTERESTS

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- **Languages:** Java, C, Python, JavaScript, HTML, CSS, Ruby
- **Skills:** Java Spring, MongoDB, Kafka, RESTful API, Google Cloud Storage, Openshift, Kubernetes
- **Interests:** Camping & Hiking, Cooking, Reading, Boxing, Fantasy Football (Reigning Champion)