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GREGORY HOSKING

PROFESSIONAL SUMMARY

Aspiring Software Engineer with experience from previous internships in building front-end applications with React and TypeScript/JavaScript in addition to designing and implementing back-end solutions using Amazon Web Services, Go, and Python. Actively seeking a position as a Software or Cloud Engineering intern to put current knowledge to use and refine skillset. Team player offering great communication and problem-solving skills, strong work ethic, and desire to always learn more.

EDUCATION

Endicott College, Beverly, MA
Bachelor of Science, Computer Science, Expected in 05/2023
- Computer Science Club President Fall 2021 to Fall 2022
- Endicott College Honors Program Member
- Dean's List Fall 2020 to Spring 2022 (3.84 GPA)

EXPERIENCE

CLOUD ENGINEERING INTERN 06/2022 to 08/2022
Zendesk, Remote

- Increased uptime and stability of Hashicorp Vault cluster by designing and implementing serverless solution to manage Vault instances running on AWS EC2 in Auto Scaling groups.
- Wrote AWS Lambda function in Go and allocated and deployed resources via Terraform.
- Developed custom React components used in front-end interface for internal API, increasing productivity of engineers across multiple teams.

INFORMATION TECHNOLOGY INTERN 07/2021 to 08/2021
Endicott College, Beverly, MA

- Wrote Excel script to increase productivity by cutting manual data entry time by 92%.
- Configured and installed over 500 wireless access points in residential buildings on campus.

SOFTWARE ENGINEERING INTERN 01/2021 to 06/2021
Endicott College, Beverly, MA

- Programmed custom back-end Flask app in Python to automate collection of social media metrics, cutting manual data entry time by 50%.
- Utilized Django REST API to perform CRUD operations with MySQL database.

SKILLS

- Amazon Web Services (IAM, S3, EC2, Lambda)
- Python, Java, C++ (fluent)
- React, TypeScript/JavaScript,
- Go, HTML, CSS (proficient)
- Version Control (Git/GitHub)
- Agile Methodology, Scrum

PROJECTS

BRAWL STARS MASTER
Side Project, In Progress
- Created a web companion app for mobile game Brawl Stars that allows the user to explore detailed data about brawlers, events, leaderboards, players, clubs, and win rates.
- Utilized React, TypeScript, and Bootstrap, and custom API and CDN.

BRAWL STARS MASTER API
Side Project, In Progress
- Implemented a custom HTTP API for mobile game Brawl Stars to provide additional data, assets, and functionality on top of official API.
- Built with AWS API Gateway, AWS Lambda, AWS S3, and TypeScript.

LEGENDS OF RUNETERRA MASTER
Course Project, Completed
- Built a desktop companion app for digital card game Legends of Runeterra that allows the user to view cards, create and share decks, review match history, explore leaderboards and high win rate decks, and track their deck during live matches.
- Programmed in Java using JavaFX and official Legends of Runeterra API.