# Josh Hawkins

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## **SKILLS**

Frameworks & Libraries

Node.js • Reactjs • AngularJS

MobX • Redux • Webpack • Babel

LLVM • GCC

Environments

Google Chrome • Electron • Atom

Phaser.io • Unity3D

Tools

Git • npm • PyPi

Compiler Development • Regular

**Expressions** 

**Operating Systems** 

Windows XP, 7, 8.1, 10

Ubuntu • MacOS • Red Hat • CentOS

### **FDUCATION**

#### MISSISSIPPI STATE UNIVERSITY

**B.S. COMPUTER SCIENCE** 

Dec 2017 | Starkville, MS College of Engineering

Cum. GPA: 3.89 / 4.0

Major GPA: 4.0 / 4.0

## CALHOUN COMMUNITY COLLEGE

CORE COURSEWORK, NO DEGREE Aug 2011 - May 2014 | Huntsville, AL Cum. GPA: 4.0 / 4.0

## COURSEWORK

Data Communication Networks
Database Management Systems
Computer Architecture
Artificial Intelligence
Theory of Programming Languages
Formal Languages and Automata
Distributed Client-Server Programming
Operating Systems Design
Microprocessors

## WRITING

"(Don't Fear) The Regex"

 A Practical Introduction to Regular Expressions

## LANGUAGES

Every day:

C++ • JavaScript

Frequently:

Python • C • CSS

Ruby • Java • C#

#### **OBJECTIVE**

Software engineer passionate about open source software seeking work experience as a compiler toolchain engineer.

#### **EXPERIENCE**

#### **RADIANCE TECHNOLOGIES** | Web Development Engineer

Jan 2018 - Present | Dayton, OH

- Develops, maintains, and tests legacy desktop applications
- Designs protocols and features to bridge capabilities between legacy desktop applications and modern thin-client web applications
- Extends the CPython embedded interpreter to create Python packages implemented in and interoperable with C & C++
- Optimizes image processing algorithms while maintaining compaitibility with legacy implementations in different languages and 100% unit and integration test coverage

#### RADIANCE TECHNOLOGIES | SOFTWARE ENGINEER AIDE

Nov 2015 - Dec 2017 | Huntsville, AL

- Designs, programs, and supports military-use applications such as manned earth reconnaissance training and simulation software using C#/WPF & JavaScript/Electron
- Designs, programs, and supports military training software for pilots and sensor operators using virtual reality with Oculus Rift, Unity, Blender, C# & JavaScript.
- Configures, tests, delivers and installs systems for military training and simulation
- Travels across country to assist system upgrades and new integrations
- Leads design and implementation for next generation Radiance Technologies website utilizing a Server-side Rendered React architecture

#### **TEXTRON SYSTEMS** | SOFTWARE ENGINEER INTERN

June 2015 - Aug 2015 | Huntsville, AL

- Designs, programs, and supports military-use applications such as UAV control software using Python & BASH
- Creates workflow-optimizing applications with remote Yum Repository and automatic distribution servers with web interfaces using Python & JS
- Gains exposure to Agile work environment, customer cooperation, and code collaboration

#### INDEPENDENT DEVELOPMENT

June 2012 - Present

- Programs and maintains several open source libraries and programs
- Programs and distributes multiple Google Chrome Extensions
- Programs and distributes Android smartphone applications on the Google Play marketplace

#### **INSANITY SKATE PARK** | Skate Guard and Attendant

May 2014 - Dec 2015 | Madison, AL

- Tests computer networks for security vulnerabilities
- Instructs skateboarding lessons and operates miniature golf and skate surface

## **VOLUNTEER SERVICE**

2015 - 2016 Initium 2014 - 2018 Open Source Code

2010 - 2012 AYSO

2010 - 2013 Special Olympics

Volunteer Developer for Popular Browser Game Contributor to Various Open Source Projects

Escort for Special Olympics athletes

Center and Sideline Referee