

Joshua Carpentier

[Linkedin](#) • [Github](#) • joshuaxcarpentier@gmail.com • 347-219-7865 • New York, NY

Full-Stack Engineer - Independent Consultant | New York, NY

Jun 2021 - Present

- Delivered full-stack web application for students to find professional mentors using Node, Express, PostgreSQL, and Docker, enabling maximum capacity of 350,000+ people to utilize the platform annually.
- Utilized JavaScript, React, HTML, CSS, and Bootstrap to create 15+ self-containing, reusable, and testable components, within 8 weeks (40% ahead of schedule).
- Applied MVC design pattern for separation of concerns and business-logic-containment, increasing back-end performance, development, iteration, and debugging efficiency by 20%.
- Maintained stable sprint cycles, deliverables, code reviews, and meeting schedules using Github, enabling an agile development environment that helped our team ship 25% faster.
- Produced initial Entity Relationship Diagram (ERD), product roadmap, project scope, and documentation with Markdown, adding structure and clarity for team of 3+ software engineers.

Full-Stack Engineer Apprentice - CUNY Tech Prep | New York, NY

Aug 2020 - May 2021

- Developed mobile application for locating open parking spots throughout city blocks using Dart, Flutter, and GoogleMaps API, enabling 40+ real-time location rendering tests.
- Designed 5+ Unified Modeling Language (UML) diagrams to define project scope, system specifications, and software architecture, allowing 10+ refined system design iterations over 16-week span.
- Engineered location-based notification service to enable parking match-making system, helping <636,000 users receive 3+ alerts for <5 open spots within ~200 yard radius.
- Built full-stack web application using JavaScript, C#, HTML, CSS, and NoSQL, for gaming-enthusiasts to exchange video games online, allowing access to 43,650+ titles across 5+ gaming platforms.
- Leveraged virtual-key functionality to implement title-exchange system, allowing <215,000 users to trade 2+ video games per month (~430,000+ transactions per month).

System Support Engineer Intern - Blank Technologies Corp. | New York, NY

Jan 2020 - May 2020

- Implemented 50+ testing operations with HardwareProbe and Bash - including audio, video, touch-screen, networking, and device events, enabling smooth installation of Linux on 100+ devices for 500+ clients.
- Composed 20+ technical documents describing proprietary refurbishing process for 400+ pre-distributed laptops, helping 12,000+ students learn hardware-repair and software-installation skills.

Application Support Engineer Intern - NYC Department of Social Services | New York, NY

Aug 2018 - Dec 2018

- Wrote 240+ technical knowledge transfer documents involving IT infrastructure, desktop processes, enterprise server issues, and legacy hardware, resulting in 2880+ conflict resolutions per year (25% increase).

Information Technology Specialist - Hispanic I&T Network Inc. | New York, NY

Jun 2014 - Jul 2015

- Addressed 522+ technical issues on iMac, iOS, and Windows systems - including software updates, password-protection, RAM-swapping, and device communication, enabling 425+ computers to function across the company network.

Information Technology Specialist - NYC Department of Education | New York, NY

Jun 2013 - May 2014

- Debugged 2610+ technical issues on Dell devices and Windows systems - including replacing hardware components, refurbishing laptops, and creating ethernet wiring, allowing 240+ computers to function across the public school network.

Skills - JavaScript, React, Java, Linux, Git, HTML, CSS, Bootstrap, jQuery, NoSQL, Heroku, Node, Express, Docker

CUNY Tech Prep, Full-Stack Engineer Apprentice

May 2021

New York City College of Technology - B.S. Computer Information Systems

Dec 2020