Joshua Carnide

jcarnide.github.io
jcarnide@uwaterloo.ca | 647.746.7048

SKILLS

PROGRAMMING

Experienced:
Java • C • C++
Familiar:
Python • HTML • CSS • SQL
MIPS • XML • LaTeX

TOOLS & TECHNOLOGIES

Android Studio • Git • Vim • SourceTree
Postman • PostgreSQL • SVN • Linux

EDUCATION

UNIVERSITY OF WATERLOO

Software Engineering
Expected April 2019 | Waterloo, ON

COURSEWORK

Data Structures & Data Management
Software Eng Principles
Foundations of Sequential Programs
Data Abstraction and Implementation
Logic and Computation
Advanced Math for Software Eng
Intro to Combinatorics

LINKS

Github:// **jcarnide**
LinkedIn:// **jcarnide**
Personal Site:// **jcarnide**

AWARDS

President's Scholarship of Distinction
University of Waterloo | 2014
VP's Award (3rd Highest Average)
St. Marcellinus SS | 2014
Highest Mark for CS (100% final mark)
St. Marcellinus SS | 2014

HOBBIES

- Hackathons
- Ping-pong
- Hockey

WORK EXPERIENCE

BITCIRCLE INC. | Android Developer

January 2016 – April 2016 | Waterloo, ON

- Implemented an application for a home automation product that consisted of a MVVM architecture with data binding using Google's Data Binding Library
- Built a custom Retrofit 2.0 client with SSL and RxAndroid for secure, asynchronous REST API interaction
- Used jawampa to build a WAMPv2 client for subscribing to device status updates and making procedure calls to command devices
- Refactored the codebase of their BHealthy application, significantly improving application performance and reducing code complexity
- Integrated Bluetooth LE connectivity into BHealthy for cloud synchronization of health device readings, even in the background

KIK INTERACTIVE | Release & QA Engineer

May 2015 – August 2015 | Waterloo, ON

- Analyzed product design documentation to ensure the requirements stated were unambiguous and testable
- Designed elaborate test suites to rigorously test all aspects of the product, including unforeseen edge cases, resulting in the discovery of various bugs
- Recommended product design improvements that were appreciated and implemented by product owners, resulting in an enhanced user experience
- Appointed test lead for several features, including one of the largest features to be released in the past four months
- Shipped multiple bug fixes for the Android client

PROJECTS

REACH | Android Application

Sept 2015

- An Android application created during Hack The North that innovates the way people find their nearby friends and events on Google Maps
- Utilized the Facebook SDK to allow users to login through Facebook and thereby connect with other friends
- Developed a feature for the Google Maps interface where users could tap on the map to create custom event markers using the Google Maps SDK
- Assisted with the utilization of the Google Play services location API to detect current location and PubNub to broadcast the location, allowing users to see their friends on the map in real-time

SMSBOT | Kik Bot

August 2015

- A bot within Kik that allows users to send SMS messages to any phone number in North America via the Twilio API
- Created a PostgreSQL database and deployed it to Heroku for use by the bot
- Developed the bot personality and chat flow in Python