Josh Alpert

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EDUCATION

University of California Irvine, Irvine, CA   **Expected Graduation**

Major: Computer Science   Specialization: Information   **June 2017**

        Related Coursework: **CompSci GPA 3.2**

- Design and Analysis of Algorithms
- User Interaction Software

EXPERIENCE

Codazen, Newport, CA   **Summer 2016**

Full Stack Software Engineering Intern

- Designed and started development of EventPointe, which will serve as an replacement to the current software ScholarPointe upon completion.
- Implemented using MERN (MongoDB, Express, React, and Node.js) stack
- Used the Agile development process with JIRA to keep track of progress
- Closely worked with Facebook (Oculus) developers in code reviews to ensure efficient and well designed software
- Integrated Elastic search into EventPointe for easy search ability

Princess Cruises, Valencia, CA   **Summer 2015**

IT Application Development Intern

- SQL queries to cross reference data in PL/SQL Developer
- Programmed a Java application able to extract relevant data from hundreds of pages of information, making it easily readable for colleagues

LEADERSHIP EXPERIENCE

Role Playing Games Club, University of California Irvine, Irvine, CA   **2015 – Present**

President

- Manage and coordinate club events, multiplied club size ten-fold

INDEPENDENT PROJECTS AND AWARDS

Deans Honors List   **Fall 2016**

- Project in Data and Web Apps, Embedded Systems, and Computer Networks

Microsoft Imagine Cup – National 2nd Round Semi-Finalist   **Winter 2016**

- Programmed Friend Board, an innovative Android app created at Hack UCI

VGDC Winter 2016 UCI Game Jam, University of California Irvine, Irvine CA **Winter 2016**

- Designed and implemented C++ code to generate a game in the Unreal Engine
- Collaborated with a team of 5 to make a working product in under 48 hours

Hack UCI – University of California Irvine Hackathon   **Fall 2015**

- Programmed a working demo of the Android application Friend Board with a team of 5 in an accelerated learning environment, within 36 hours
- Utilized Android Studio(Java), Microsoft Oxford API for speech recognition, and a 3rd party sound engineering API to measure decibel levels
- Generates a sound board from phone calls with buttons that each have accurate labels (Oxford API) that playback clips from the conversation

IEEE GameSig Intercollegiate Computer Game Showcase – 1st Place Winner **Spring 2015**

- Constructed the memory based game Guesstimate in Unity(C#) that competed with over 30 teams from 8 different colleges

VGDC Spring 2015 UCI Game Jam, University of California Irvine, Irvine CA **Spring 2015**

- 3rd Place winners with the unique platformer The Book of Don't
- Helped program in Unity(C#) with a group of 5 in under 48 hours

VGDC Winter 2015 UCI Game Jam, University of California Irvine, Irvine, CA **Winter 2015**

- 2nd Place winners with the memory based game Guesstimate
- Helped program in Unity(C#) with a group of 6 in under 48 hours

SKILLS

JAVA	C/C++	JAVASCRIPT(ES6)	HTML/CSS
REACT	MONGODB/SQL	EXPRESS	NODE
C#	UNIX	PYTHON	PASCAL