# Joshua Geden

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Experience

### **Software Engineer Intern**

May 2021 - Aug. 2021

Berkeley National Lab, National Energy Research Scientific Computing Center

- Developing software with React and Python to extend Jupyter notebook
- Exposing NERSC's HPC and storage systems to Jupyter
- Making supercomputing more literate and user friendly

### **Teaching Assistant**

Jan. 2020 - May 2021

Duke University, Computer Science Department

- CS230, Discrete Math for Computer Science, Jan 2021 present
  - Taught topics including proofs & logic, set theory, induction, probability, and graph theory
- CS201, Data Structures & Algorithms, Jan 2020 Nov. 2020
  - Taught topics including arrays, linked-lists, maps, trees, queues, stacks, and time & space complexity analysis

Research Intern June 2018 - July 2018

Furman University, Biology Department, Haney Lab

- Designed methodology; collected and analyzed field data
- Presented research poster at two academic conferences

Education

## Duke University, B.S., Computer Science & Linguistics

Aug. 2019 - May 2023

Current GPA: 3.98/4.0

Activities: International Collegiate Programming Competition Club, researching applications of NLP & ML to combat vaccine misinformation with Yang Lab

### S.C. Governor's School for Science & Mathematics

Aug. 2017 - May 2019

Graduating Unweighted GPA: 4.0, Weighted GPA: 5.204 Activities: Robotics Team Captain, Computer Science Tutor,

Captain of Mock Trial Club, President of Youth in Government Club

Honors and Awards

#### Dean's List, Duke University

Fall 2019 March 2019

First Prize, Environmental Science Research, S.C. Junior Academy of Science National Merit Scholarship Finalist U.S. Presidential Scholars Candidate

Spring 2019

Dean's List, Coker University

Spring 2019 Fall 2018

# Projects **Duke Pet Tracker Web Application**

- Developed a full-stack, multi-user, location-based image sharing web application
- Technologies used: Vue, Express, Google Firebase, Google Passport OAuth

# **RISC Processor**

- Designed a 16-bit MIPs-like word addressed RISC architecture
- Implemented design in Logisim and tested using MIPs-like assembly files

#### **Huffman File Compressor**

- Used BinaryTrees and PriorityQueues to implement Huffman encoding algorithm
- Achieved average compression rate of 40%

## SimplyFrank Simulated Compiler and Assembler

- Created a BASIC-like programming language named SimplyFrank
- Implemented a compiler in C++ to compile SimplyFrank code into simulated assembly code

# FIRST Robotics OnBot Java Control System

- Developed autonomous & driver-operated robot control systems in Java
- Controlled robot at regional competition for team and came in 2nd place

Skills

Java, Python (sklearn, Selenium, Tornado), C++, Javascript (Vue, React, Express, Node), R (dplyr & ggplot) Familiar with Git, Linux, and Docker development environments

Coursework in Data Structures, Computer Architecture, Web Applications, & Data Visualization