# Joshua Geden

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Experience Softw

### **Software Engineer**

May 2021 - Present

Me.reka Makerspace

- Collaborating with 3 engineers on education management platform
- Refactoring codebase & building admin panel with Angular
- Expanding server infrastructure & database capabilities with Firebase

#### **Software Engineer Intern**

May 2021 - Present

Berkeley National Lab, National Energy Research Scientific Computing Center

- Developing software with Python and Javascript to extend Jupyter
- 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 May 2021
  - 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

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

Charles Ayers Scholarship Recipient, Duke University
First Prize, Environmental Science Research, S.C. Junior Academy of Science

Aug. 2019 March 2019

U.S. Presidential Scholars Candidate

Spring 2019

## Projects

## JupyterHub Custom Entrypoint Service

- Created RESTful API with jinja frontend to manage custom entrypoint profiles
- Launches Jupyter notebooks in different environments (conda, docker, etc.)

### **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

#### **Reduced Instruction Set Computer**

- 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

Skills

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

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