Joshua I. Hinojo

Mobile: (619) 495-2891 | Email: joshuahinojo.dev@gmail.com | Github: https://github.com/jgone99

LinkedIn: https://www.linkedin.com/in/joshua-hinojo | Website: https://jgone99.github.io/

Summary

Software Engineer with strong full-stack experience in **React, Node.js, and Postgres**, a bachelor's degree in computer science, and hands-on deployments of production-ready web applications. Adept at building scalable APIs, designing relational databases, and delivering polished user-facing features. I am eager to tackle complex backend challenges and passionate about building clean UI/UX with a customer-first perspective.

Skills

Languages/Frameworks: JavaScript (React, Node.js, Express, Next.js), SQL (Postgres, Supabase), C/C++, Python, C#, Java

Tools: Git, Linux CLI, REST APIs, Vercel, Heroku

Software Experience

Bookmark – Mobile Audiobook Player App (Current Project)

- *.NET MAUI | C# | XAML*
- Leveraged .NET multi-platform capabilities to maintain a consistent UI design between platforms.
- Implemented MVVM design facilitating separation of platform-specific code.

LingoBuddy – Full-stack Language Learning Web App

- **Live:** https://lingo-buddy-40eca1483260.herokuapp.com/home-page
- *React | Node.js | Next.js | Postgres | Tailwind | Heroku*
- Built and deployed a full-stack web app featuring interactive minigames and an AI chatbot for language learners.
- Designed and implemented the relational Postgres database, integrated with Next.js API routes.
- Developed reusable React components for minigames, improving maintainability and UX.

Portfolio – Personal Website

- **Live:** https://jgone99.github.io/
- *HTML | CSS | JavaScript | Tailwind | Vercel*
- A website to keep track of personal projects and to act as a landing page for anyone interested in what I am up to

DB Project – Real-Time CRUD Application

- **Live:** https://db-project-seven.vercel.app/
- *React | Node.js | Express | Postgres | Supabase | Vercel*
- Created a CRUD app with real-time database updates powered by Supabase.
- Implemented secure input validation and live error handling in the React frontend.

Bitboard Chess GUI

C++ | Qt Creator

- Developed a two-player GUI-based chess game using C++ and bitboards. Implemented state checking and move-generation algorithms to simulate realistic gameplay.

Education

Bachelor of Science - Computer Science

University of North Carolina at Greensboro - Greensboro, NC

August 2021 - May 2024

Topics: **Data Structures, Algorithms, Database Management, Cryptography, Digital Image Processing, Software Development Life Cycle, OPP Design Patterns, Advanced Mathematics**