Joseph Johnson

jjohn163.github.io

Software Engineer

Joseph Johnson
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Education

California Polytechnic State University / MS - Computer Science
SEPTEMBER 2019 - JUNE 2021 EXPECTED (SAN LUIS OBISPO, CA)
GPA: 4.00

California Polytechnic State University / BS - Computer Science
SEPTEMBER 2016 - JUNE 2020 (SAN LUIS OBISPO, CA)
MAJOR GPA: 3.75   GPA: 3.50

Relevant Coursework: Advanced Rendering, Computer Graphics, Game Design, Object-Oriented Design

Skills

C, C#, C++, DeepStream, Git, Java, OpenGL, Python, Unity

Experience

Northrop Grumman / Software Intern
JUNE 2020 - AUGUST 2020 (SAN JOSE, CA)
- ❏ Integrated custom object-detection models with DeepStream
- ❏ Streamlined process of creating custom pipelines for processing video
- ❏ Created libraries to parse inference data output from machine learning models for use in a searchable database
- ❏ Documented technical project capabilities for internal marketing

Integra / Software Intern
JUNE 2019 - SEPTEMBER 2019 (ANACORTES, WA)
- ❏ Automated UI regression testing using PowerShell
- ❏ Improved validity of reporting tools for test run results
- ❏ Created stress testing scripts to reproduce client crashes

Cal Poly Computer Science Department / Tutor and TA
APRIL 2019 - PRESENT (SAN LUIS OBISPO, CA)
- ❏ Diagnosed misunderstandings of programming topics
- ❏ Encouraged good programming practices that promoted code reusability and readability

Raytheon Vision Systems / Software Intern
JUNE 2018 - AUGUST 2018 (GOLETA, CA)
- ❏ Developed scripting functionality for automation of tests
- ❏ Debugged features introduced by other developers
- ❏ Researched techniques to improve the clarity of user interfaces