

Joshua Chisolm

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Self-driven, personable, and dependable student working towards a BS in Computer Science at the University of Southern California. Demonstrated experience in developing user-friendly software applications, coding and computer game design. Extensive knowledge of multiple programming languages and software development tools. Excellent problem-solving skills with the ability to perform well in a team.

EDUCATION

University of Southern California, Viterbi School of Engineering.

August 2021 - May 2025

Bachelor of Science, Computer Science

GPA: 3.55 / 4.0

Relevant Coursework: Full-Stack Web Development Discrete Methods in Computer Science, Data Structures and Object-Oriented Programming, Software Engineering, Introduction to Algorithms and the Theory of Computing, Introduction to Computer Systems.

Honors & Awards: Dean's List - Fall 2021, Fall 2022, Spring 2023

SKILLS

Programming Languages/Tools:

• HTML • CSS • JavaScript • Node.js • Python • C# • C++ • Java • React • TypeScript • SQL

Technologies:

• Git/Github • AWS • Google Cloud Platform • Visual Studio Code • JetBrains IDEs • NGINX • Docker

PROJECTS

Recreatify

July 2023

- Recreation of the Spotify Web Player, with full functionality. Users log in with their Spotify Premium accounts, play music, and navigate and modify their own playlists and public playlists.
- App written in React + TypeScript. Redux assists with client-side state management, including log-in and current playing status. TailwindCSS is used for styling, with customized styles written in standard CSS. This app is hosted on my personal web server.
- App interacts with the Spotify API to handle audio playback and retrieval of user information.

Spotify.Me

April - May 2023

- Recreation of Spotify.Me, a website that allows users to gain insight into their Spotify listening habits.
- App allows users to review their recent and all-time listening habits. Displays insights related to their top artists, favorite genres, and the audio characteristics of their favorite songs, such as tempo, happiness, and instrumentality.
- App was created using React and Typescript, with TailwindCSS as the styling solution. This app is hosted on my personal web server.

jkchisolm.com & Web Server

December 2022 - Present

- Personal webpage designed as a portfolio, including a display of my resume, skillsets, and personal projects.
- The portfolio is hosted on my web server. The server is owned by Hetzner but created and fully implemented by me, complete with a Nginx reverse proxy, a firewall, and Docker to run the individual websites.

EXPERIENCE

USC Rocket Propulsion Lab

9/2022 - Present

University of Southern California

Member, Avionics & Simulations Team

- Representative for the Avionics subteam. Wrote and executed embedded software for the rocket and various sensors.
- Member of the Simulations team. Key contributor in writing code for “FlightOn,” the program that collects data and analytics during flights.
- Extensive software design skills including but not limited to: Git, testing, and collaborating effectively with other developers and team members.

EXTRACURRICULARS

Envision Game & Technology Academy 2019

- On campus game development program hosted by George Mason University in Fairfax, VA.
- Industry experts provided expertise into computer game design, software, tools, equipment, and experience.
- Garnered vast transformational knowledge, worked in state-of-the-art labs, learned about the principles and methods of game development, while effectively working in a team environment for a common goal.