

Joshua Chisolm

www.jkchisolm.com | (470) 269-5825 | <https://www.linkedin.com/in/jkchisolm/> | jkchisolm22@gmail.com

EDUCATION

University of Southern California, Viterbi School of Engineering

August 2021 - May 2025

Bachelor of Science, Computer Science

GPA: 3.55/4.0

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

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.

RELEVANT SKILLS

- Languages: English (Native)
- Programming Languages/Tools: HTML, CSS, JavaScript, Python, C#, C++, Java, React, TypeScript, SQL
- Technologies: Git/Github, AWS, Google Cloud Platform, Visual Studio Code, JetBrains IDEs, NGINX, Docker

PROJECTS

Recreativify

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

University of Southern California

Member, Avionics & Simulations Team

9/2022 - Present

- 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.