Joshua Chisolm

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EDUCATION

University of Southern California, Viterbi School of Engineering   Los Angeles, CA

Bachelor of Science, Computer Science

Anticipated Graduation: May 2025

GPA: 3.55/4.0

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

Relevant Coursework: Introduction to Programming, 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), Spanish (Basic)
- Programming (Advanced); Languages: HTML (Advanced), CSS (Advanced), JavaScript (Advanced), Python (Advanced), C#, (Intermediate), C++ (Intermediate), Java (Intermediate), MATLAB (Intermediate), React (Advanced), TypeScript (Advanced), SQL (Advanced).
- DevOps (Intermediate); AWS (Intermediate), Google Cloud (Intermediate), Server Management & Setup (Intermediate).

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 their own 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 instrumentalness.
- 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.

LEADERSHIP AND INVOLVEMENT

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.