Josh Knapp

FRONT-END DEVELOPER

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Best described as a React specialist, I shine at developing high-quality user interfaces. I plan on growing my frontend experience and complementing it across the stack.

My favorite part of this career is seeing the joy and/or relief on a user's face when the software you created solves their problem well. For my next step, I'd like to work with a high-energy, creative team that is loaded with ideas.

Skills

Frontend
JavaScript, TypeScript, ES6, React, Redux, HTML5, CSS3, SASS, LESS, CSS-in-JS, jQuery

Backend
Python, Flask, NodeJS, MySQL, CouchDB, REST APIs, Docker

Testing
Cypress, Jest, Enzyme, React Testing Library

General
Agile, Lean, Scrum, Azure Devops, GitHub, CI/CD pipelines, PyCharm, VS Code, Chrome Developer Tools, GIT, Git hooks

Experience

ASML / Software Engineer
November 2018 - Present, Hillsboro, OR

Part of an exciting internal software development team delivering a tool for deployment and maintenance of next generation semiconductor lithography machines.

➔ Work primarily on the client side (React/Redux)
➔ Delivered many integration (cypress) and unit tests (Jest, Enzyme, React-Testing-Library)
➔ Advocated for experimentation with new waves of latest technology
➔ Key voice in SCRUM ceremonies: stand-ups, retrospectives, plannings, demo's and refinements
➔ Collaborated across teams and with external service providers to deliver complex features
➔ Represented entire team in demo's for customers and stakeholders
➔ Deployed to DTAP environment both manually and via automated pipeline (Azure Pipelines)
➔ Provided thoughtful feedback on colleagues work via Pull Requests
➔ Advocated for automation wherever possible
➔ Estimated work and maintained ticket-closing focus to meet deadlines
➔ Greatly enjoyed sharing knowledge via code reviews and mentoring other team members
➔ Internalized business goals for technical decision making
➔ Technically interviewed >30 people to grow team from 2 to 8 developers
➔ Participated in kicking off 2 complementary SCRUM development teams
➔ Delivered small tickets on the Backend (Python, Flask, MySQL)
➔ Interacted with internal IT to maximize security
➔ Used IDE tools VS Code and PyCharm

ASML (Contract) / Software Engineer & Data Analyst
March 2017 - November 2018, Hillsboro, OR

Successfully developed an MVP for maintenance planning software, highlighting a need for internal operations tracking software and kicking off 3 internal software development teams.

➔ Delivered world-wide Skills Management dashboard
➔ Created local OPEX reports, presented to local management and aligned with engineers at headquarters
➔ Traveled internationally to represent greater team

Edge Development / Assistant to Superintendents
December 2016 - March 2017, Portland, OR

Represented Contractors and Superintendents on job sites when they were at other sites.

People Ready / Temp Worker
January 2017 - March 2017, Portland, OR

Worked in 11 different industries.

Marble Technologies / Co-Founder and Creative Director
July 2016 - January 2017, Portland, OR

Grew a profitable website client base from an untapped Portland market.

TriMike Creations / Mechanical Engineering Intern
June 2014 - September 2014, Albany, OR

OSU Robotics & Human Control Systems Lab / Research Assistant
July 2013 - April 2014, Corvallis, OR

Research into autonomous grasping of abstract objects.
➔ Utilized Python and open-source robotics technology like ROS and OpenRave to control a 6ft robot arm using a keyboard, floating mouse and game controller
➔ Analyzed 3D point cloud data from XBOX Kinects
➔ Presented technology to paying customers
➔ Tried not to trip over little self-driving robots scanning the room

Eigen Medical / Mechanical Engineering Intern
June 2010 - September 2010 & June 2011 - September 2011, Grass Valley, CA

Education

Oregon State University / B.S. Industrial Engineering, Business Engineering Option, Minor in Business & Entrepreneurship
September 2011 - June 2016, Corvallis, OR

- ➜ Learned the basics of HTML, CSS and JavaScript while receiving mentorship from an experienced React developer for ODOT
- ➜ Utilized Python for robotics research
- ➜ Utilized Matlab for Mechanical engineering simulations
- ➜ Participated in Mars Rover team and Underwater Robotics team