

Joseph May

Web Developer

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OBJECTIVE STATEMENT

Web developer that recently graduated in Computer Science with a strong foundation in web development and Agile methodologies. Seeking an entry-level position in web development. Experienced in C#, JavaScript, leading teams, problem-solving, and adapting to new technologies.

EDUCATION

Bachelor of Science, Computer Science 2019 – 2023
California State University, Sacramento

SKILLS

C#, Java, .NET, Azure, GitHub, Agile, Scrum, JavaScript, TypeScript, SQL, Python, React, Notion, Jira, Unity

EXPERIENCE

File Manager Software 01/2024 – Present

- Creating a cloud-based file management software using C#, .NET, and Azure Cloud Services
- Utilizing CI/CD pipelines through Azure DevOps Pipelines to automate deployments to the Azure Web App
- Using Azure Blob Storage to store files uploaded by the users

Game Jams 04/2023 – 01/2024

- Created 4 games using C# and Unity for development, GitHub for version control, and Notion and Discord for project management and communication among team members
- Led unique teams in various game jams, serving as the primary programmer and project manager, coordinating teams ranging from 2 to 5 people
- Continuously developed modular and scalable systems by reusing and refactoring them with each game, building upon and constantly improving them with each new project
- Used object-oriented programming principles and data structures to manage the game objects
- Utilized AI tools such as GitHub Copilot and ChatGPT to increase workflow efficiency

Biology Research Engine 08/2022 – 05/2023

- Worked directly with our client, the Sacramento State Biology Department, by setting up meetings, understanding what they need, presenting our progress, and delivering what they require
- Contributed to both the front and back end of the application, using React.js and TypeScript to develop the app and link to the server to pull information from the database using SQL queries and display it to the user
- Served as a group leader for the team of 9, utilizing Agile methodologies, Scrum, and the SDLC (Software Development Life Cycle) to keep the project moving along. Examples include weekly sprints and sprint retrospectives to ensure each future sprint improves upon the previous one
- Utilized version control and project management through GitHub and Jira to keep the large team organized and on the same page

ORGANIZATIONS

Video Game Design Club 08/2023 – Present

Mentor

- Managing a GitHub organization to give the members a space to store their projects with version control and develop collaboratively with other club members
- Helped start up the club and get it to 100+ members