

# Joshua Chen

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## EDUCATION

### University of California, San Diego

Sep 2022 - Jun 2026

*Bachelor of Science in Computer Science, Regents Scholar*

3.9 GPA

- Coursework: Advanced Data Structures/Algorithm, Object Oriented Design, Software Development/Debugging, Systems Programming, Operating Systems, Natural Language Processing, Database System, Data Centers

## EXPERIENCE

### UCSD ITS Department

Jun 2024 - Present

*Student Developer*

*San Diego, CA*

- Leverage **ServiceNow** and **JS** to develop workflows, forms, and records, enhancing accessibility for **600,000** users
- Conduct **QA testing** for 6+ critical campus-wide systems, reducing 30% maintenance issues over 8 month period
- Author comprehensive documentation in **Confluence**, providing clear guidelines and procedures for departments

### San Diego Supercomputer Center (SDSC)

Jan 2024 - Oct 2024

*Software Engineering Intern*

*San Diego, CA*

- Migrated **microservices** on **OpenStack platform** to **Next.js** frontend and **Go** backend, implementing JWT authentication and 13 RESTful endpoints for 450+ enterprise clients, reducing latency from **300ms** to **210ms**
- Co-led bi-daily scrum meetings with 6 person team to plan debugging, programming, and optimization tasks

### UCSD Codebase Class - Python IDLE

Apr 2024 - Jun 2024

*Open Source Developer - Academic Environment*

*San Diego, CA*

- Implemented experimental features in the **Python IDLE open-source repository** through **test-driven development**, such as *Summarize Highlighted Code*, *Stash Code*, and *Go to Function Definition*
- Navigated **23,000-line** idlelib codebase, learning to analyze class/file connections via **UML** and user-flow diagrams

## PROJECTS

### Nachos Operating System

Sep 2024 - Dec 2024

*CSE 120*

*San Diego, CA*

- Built **multi-threaded kernel**, synchronization primitives, and **virtual memory system** with **demand paging** and **clock-based page replacement** in **Java**, improving system efficiency by **20%**
- Designed a **file system interface** implementing **system calls**, **process scheduling**, and concurrent file operations for **10+ processes**, while analyzing implementations across Linux, Windows, and macOS

### Developer Journal

Apr 2024 - Jun 2024

*UCSD Team Project*

*San Diego, CA*

- Created a developer web app journal with vanilla HTML/CSS/JS in a team of 9, avoiding frameworks/libraries
- Spearheaded **CI/CD pipeline** using **GitHub Actions**, incorporating **35+** unit tests, end-to-end tests, linting, and code quality checks with **Code Climate** to improve automatic deployment time by **40%**
- Applied industry practices like ADRs, issue boards/backlog, with refined user stories and conditions of satisfaction

### UCSD Rating App

Jun 2023 - Aug 2023

*San Diego Supercomputer Center (SDSC)*

*Remote*

- Co-developed a rating app enabling verified UCSD students to review/upload data for over **85%** campus locations
- Utilized **TypeScript** in **React Native** for a friendly interface, integrating **Google Maps API** for Homepage
- Deployed a cloud server on **SDSC cloud compute**, managing a **non-relational database** and handling queries

## GROUPS

### Software Developer

Oct 2024 - Present

*CSE Society*

*San Diego, CA*

- Designing and developing a web platform to replace iClickers, featuring student Q&A interface and professor tools

### General Member

Sep 2022 - Present

*Association for Computing Machinery (ACM)*

*San Diego, CA*

- Participated in events aimed at technical skills, career development, industry knowledge, and computing ethics

## TECHNICAL SKILLS

**Languages & Frameworks:** JavaScript/TypeScript, Python, Java, Go, C, SQL, React/React Native, Next.js, Node.js, Express.js, RESTful APIs

**Developer Tools:** Git, Docker, Kubernetes, MongoDB, NeonDB, PostgreSQL, Prisma, Google Cloud, ServiceNow, Jira, Confluence, Postman, Chrome DevTools, CI/CD (Github Actions), Expo, Agile/Scrum