

Joshua Chen

626-554-1222 | joshuachen0724@gmail.com | [LinkedIn](#) | [Github](#)

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

Amazon

May 2025 – Aug 2025

Software Engineering Intern – Slapshot Team

Seattle, WA

- Designed/created **contract Unpromotion feature** to safely remove **7000+** inactive contracts from production across multiple environments, enabling projected annual savings of **\$200K+** in compute/storage costs
- Built a full-stack solution using **Java Spring**, **AWS DynamoDB**, and internal **Coral service frameworks**, integrating with audit logs, promotion history, and access control layers
- Produced internal documentation, coordinated ticket handoffs to relevant teams, and led a launch announcement to encourage adoption across all clients

UCSD ITS Department

Jun 2024 - Jun 2025

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 daily Agile Scrum meetings with a 6-person team to plan debugging, programming, and optimization tasks

PROJECTS

Computer Networked Services

Apr 2025 - Jun 2025

CSE 124

San Diego, CA

- Developed distributed networked services in **Go**, implementing TCP/HTTP servers, **gRPC** APIs, and **SQLite** database integration
- Engineered a scalable video streaming platform (*TritonTube*) with **MPEG-DASH** and **consistent hashing** for load-balanced content delivery that was fault-tolerant using **etcd** across multi-region **AWS** deployments

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

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

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