Joel Smith

Software Developer

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Portfolio   joelsmith.io

Skills: Java, JavaScript, TypeScript, HTML, CSS, Golang, Spring Boot, Angular, React, Git, Docker, Kubernetes, Microservices, MongoDB, SQL

Result-driven software developer with 4 years of expertise in backend services, blockchains, and game development. Passionate about exploring new technologies and developing projects that provide real impact. Pursuing a position where I can contribute meaningful value and push my technical capabilities.

EXPERIENCE

Juno Network (Open-Source Blockchain)
AUGUST 2023 – PRESENT

Software Developer

- Designed and developed a pivotal module within 2 months, showcasing adaptability and a rapid grasp of blockchain technology despite no prior experience
- Innovated by introducing unique, developer-friendly blockchain features to entice more users to the chain, improving both the developer's and client's experience
- Acquired new skills including Golang, CosmosSDK, Rust, CosmWasm (Smart Contracts), and Protobuf, showing an ability to pick up new skills and apply them quickly and effectively
- Documented my learning journey by accumulating and supplying resources for future Juno developers, reducing their onboarding time dramatically

American Airlines
MAY 2023 – PRESENT

Associate Software Developer

- Managed and maintained critical backend services for our chat bot, significantly reducing customer response times and enhancing overall satisfaction
- Improved our in-house automated testing suite for mobile devices and created comprehensive documentation for future developers, reducing onboarding time by 50%
- Contributed to the planning and execution of new features, showing an ability to engage in the entire software development lifecycle
- Played a key role in the Agile development processes, actively participating in sprint planning, daily stand-ups, and sprint reviews

Craft Economy
OCT 2021 - OCT 2022

Software Developer

- Developed and maintained 14 plugins from concept to completion, showcasing an ability to create effective solutions for complex problems
- Performed code reviews for the geographically dispersed team, improving both code quality and efficiency
- Designed and implemented analytical software for tracking player interactions during multiple alpha-testing sessions with stakeholders and early supporters, providing valuable insights for future improvements
- Utilized Java, MongoDB, Redis, Git, GitLab and Python to integrate cryptocurrency into Minecraft

Joel's Enterprises, LLC
DEC 2017 - DEC 2019

Owner & Software Developer

- Created a small, for-profit business running Minecraft servers and selling modifications, serving thousands of customers
- Led a small team of geographically distributed staff members, providing guidance and oversight to ensure effective operation of the company
- Managed advertisement campaigns and partnerships with influencers, driving increased traffic and revenue

EDUCATION

Grand Canyon University
SEPT 2021 – APRIL 2023

BS in Software Development

- 3.96 GPA, Summa Cum Laude
- Programming Languages (Java, JavaScript, HTML, CSS, C#)
- Programming Frameworks (Spring Boot, Angular, React, Express, React, ASP.NET)
- Application Security & Cloud Computing (AWS, Azure, Google Cloud, Heroku)

Portland State University *OCT 2019 - JUNE 2021*

Computer Science
- Programming Languages (C, C++)
- Data Structures & Linux Systems

SIDE PROJECTS

Jordle (An Advanced Wordle) (https://jordle.joelsmith.io) *APRIL 2023 – MAY 2023*
- Developed and launched Jordle, an innovative word game application that builds upon the popular Wordle concept
- Introduced diverse game modes such as daily challenges, unlimited play, custom games, and a build-your-own feature for users to create and share their custom games
- Leveraged multiple backend APIs to facilitate word validation, emphasizing a strong understanding of API integration and data validation processes
- Demonstrated proficiency in designing responsive user interfaces by implementing adaptive layouts for Jordle, ensuring optimal user experience across various device types and screen sizes

Senior Capstone Project (https://github.com/the-auction-games) *SEPT 2022 – APRIL 2023*
- Developed an online auction application based on microservices architecture, providing a highly scalable platform for users
- Utilized AWS EKS (Kubernetes) for container orchestration and Dapr for service invocation and state storage interactions between microservices
- Programmed with Java, Spring Boot, Rust, Typescript, Express, and Angular to develop backend RESTful APIs and a frontend microservice
- Utilized GitHub for code management and Jira for progress management, ensuring a well-organized development process

Minecraft Minigame Project *JULY 2020 - AUG 2021*
- Developed a Minecraft minigame network from conception to production, using Java, SQL, and a bare-metal Linux machine
- Coordinated with a team of engineers using Git and GitHub to track issues, pull requests, and features, ensuring progress is tracked and on schedule
- Configured and maintained a Linux machine for hosting game services and server panels, ensuring a seamless administrative interface
- Organized and hosted beta testing events to gather feedback and fine-tune the minigame interactions, providing an optimal gaming experience