

Joel Smith

Software Developer

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LinkedIn: <https://www.linkedin.com/in/joelsmith-2019/>

Website: <https://joelsmith-2019.github.io/>

Skills:

Work Experience in Java, MongoDB, Git

Some Experience in SQL, Spring Boot, JavaScript, TypeScript, HTML, CSS, Angular, React, Python,

Docker, Kubernetes, Microservices, Blockchains

EDUCATION

Grand Canyon University

SEPT 2021 - PRESENT

BS in Software Development

- Graduating April 2023
- 3.98 GPA
- Programming Languages (Java, JavaScript, HTML, CSS, C#)
- Programming Frameworks (Spring Boot, Angular, Express, React, ASP.NET)
- Application Security & Cloud Computing (AWS, Azure, Google Cloud, Heroku)

Portland State University

OCT 2019 - JUNE 2021

2 Years of Computer Science

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

EXPERIENCE

Craft Economy

OCT 2021 - OCT 2022

Software Developer

- Designed, 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
- Utilized Java, MongoDB, Redis, Git/GitLab and Python to integrate cryptocurrency into Minecraft

Joel's Enterprises, LLC

DEC 2017 - DEC 2019

Owner

- 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

SIDE PROJECTS

Senior Capstone Project (<https://github.com/the-auction-games>)

SEPT 2022 - PRESENT

- Developing an online auction application based on microservices architecture, providing a highly scalable platform for users
- Using AWS EKS (Kubernetes) for container orchestration and Dapr for service invocation and state storage interactions between microservices
- Programming with Java, Spring Boot, Rust, Typescript, Express, and Angular to develop back-end RESTful APIs and a front-end microservice
- Utilizing 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
- Configured and maintained a Linux machine for hosting game services and server panels, ensuring a seamless administrative experience
- Organized and hosted beta testing events to gather feedback and fine-tune the minigame interactions, providing an optimal gaming experience