

JYOTHISH JOE VARGHESE

Software Engineer

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🌐 joevarghesecoding.com

EDUCATION

Major: B.S. Software Engineering

Minor: Information Sciences and Technology

Pennsylvania State University

📅 September 2019 - current

📍 World Campus

🎓 GPA:3.44/4.00

Awards

- Dean's List - Fall 2021
- Dean's List - Summer 2021

Relevant courses

- Advanced Data Structures and Algorithms
- Software Testing
- Software Architecture

SKILLS

- Java
- C/C++
- Javascript (NodeJS, ReactJS, jQuery)
- C#
- SQL
- HTML5/CSS
- Android App Developer
- AWS
- Debian Linux, Unix, Git
- Selenium, JUnit, Sahi Pro
- MIPS
- Bulma CSS
- 2D Game Developer
- Unity Game Engine

WORK EXPERIENCE

Data Entry Clerk

Coyne Chemical

📅 February 2019 - April 2021

📍 Croyden PA

- Created and Expanded Databases of sales contacts, increasing number of tables created by 50%.
- Gathered market and sales data and submitted it to formatted Excel spreadsheets, improving success of sales calls by 35%.

PROJECTS

Portfolio Website

Creator

📅 May 2022 - current

- Built a responsive personal portfolio website using HTML5, SASS/CSS, jQuery and Javascript.
- Constructed website through Bulma, a modern CSS framework.
- Streamlined development process using Gulp, BrowserSync and Git.

Custom Wordle Game

Co-Creator/ UI-Developer

📅 April 2022 - May 2022

- Developed a Wordle game using Unity Game Engine in C#.
- Constructed the game by following specific design patterns: Singleton, Filter, Decorator, State and Scheduler.
- Applied agile techniques to coordinate tasks within the team to complete the design.

Super Mario for Raspberry Pi

Creator

📅 September 2021 - December 2021

- Developed a Java based Super Mario game that was playable on Raspberry Pi without using a game engine.
- Integrated sprites that performed basic animations.
- Coded in Debian Linux and made functional in Raspberry Pi OS.

Student Budget App

Front-End UI Developer

📅 May 2021 - August 2021

- Built the UI of a student Android application using Java and Android Studio.
- Integrated a database built by the team to conduct operations using the Model-View-Viewmodel pattern.
- Utilized Agile methodologies to develop the project as a team and coordinated Scrum meetings.

Tic Tac Toe (in Assembly)

Creator

📅 January 2021 - May 2021

- Created a Tic Tac Toe game from scratch in MIPS assembly language.
- Developed an AI mode that mimics an opposite player.