

Joseph Gerard Vigil

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Education

Master of Science in Engineering with Emphasis in Mechatronics <i>Colorado State University - Pueblo</i>	August 2011 – May 2016 <i>Pueblo, Colorado</i>
Bachelor of Science in Mechatronics Engineering, Minor in Mathematics <i>Colorado State University – Pueblo</i>	August 2011 – May 2016 <i>Pueblo, Colorado</i>

Experience

Coding Temple <i>Full Stack Software Developer</i>	June 2025 – Present <i>Remote</i>
<ul style="list-style-type: none">• Frontend: HTML5, CSS3, JavaScript, React, TypeScript, Bootstrap, MUI, Tailwind, Vercel, GitHub• Backend: Python, Flask, SQL, API Development, Render	
Squeak inc. <i>Board Game Design</i>	August 2023 – Present <i>Remote</i>
<ul style="list-style-type: none">• Designed, prototyped, and coordinated the production of an original board game, managing artwork, manufacturing, and logistics	
Infosys & Nike <i>L1 WMS Support Engineer</i>	December 2021 – April 2023 <i>Ontario, California</i>
<ul style="list-style-type: none">• Provided technical support, created SQL scripts, and resolved operational issues within Nike's Warehouse Management Systems (WMS)	
Revature <i>Full Stack Software Developer</i>	October – December 2021 <i>Remote</i>
<ul style="list-style-type: none">• Developed full-stack applications using Java, Angular, and Spring Boot with PostgreSQL and AWS deployment	
Medtronics <i>Engineering Internship</i>	June – August 2021 <i>Boulder, Colorado</i>
<ul style="list-style-type: none">• Assisted in prototyping, system testing, and SolidWorks modeling for medical device production	
Wonderland <i>English Teacher</i>	August 2020 – March 2021 <i>Daegu, South Korea</i>
<ul style="list-style-type: none">• Delivered daily English lessons, developed interactive lesson plans, supported student language development	
CSU-Pueblo <i>Research Assistant</i>	September 2018 – July 2019 <i>Pueblo, Colorado</i>
<ul style="list-style-type: none">• Performed material property testing on hemp/plastic composites and documented results for publications	
ActivArmor <i>Research Assistant</i>	May – August 2018 <i>Pueblo, Colorado</i>
<ul style="list-style-type: none">• Conducted Finite Element Analysis (FEA) on 3D-printed medical cast designs to evaluate structural performance	

Projects

charmed.lol <i>React, Flask, PostgreSQL, Riot Games API, JavaScript, Python, Bootstrap</i>	November 2025
<ul style="list-style-type: none">• Built a full-stack dating platform for League of Legends players with profile creation, matchmaking, and chat features. Integrated Riot API authentication and deployed live using GitHub Pages and Render.	
squeakincgames.com <i>Bootstrap, HTML, CSS, JavaScript</i>	August 2023
<ul style="list-style-type: none">• Digital home for squeak inc. Games, showcasing our collection of board games, and company philosophy	

Technical Skills

- ❖ **Front End:** HTML5, CSS3, JavaScript, React, Node, TypeScript, Bootstrap, MUI, Tailwind
- ⌚ **Back End:** Python, Flask, SQL, API Development, PostgreSQL, SQLite, Postman
- ☁ **2021 Tech Stack:** Java, Angular, Spring Boot, PostgreSQL, AWS (EC2, RDS, S3), Jenkins
- ⚙ **Mechatronics:** PLC Ladder Logic, Arduino, AutoCAD, SolidWorks, MATLAB, LabVIEW, HDL, R

Achievements

GRE (Graduate Record Examination) <i>154 verbal (65th percentile), 161 quantitative (78th percentile), 3 analytical writing</i>	July 2017
EIT (Engineer in Training) Exam <i>FE Electrical & Computer (PASS)</i>	September 2016
Mesa Windmill Energy Challenge National Champions <ul style="list-style-type: none">• Led a team to design a windmill, winning the state championship twice and placing 1st nationally	May 2011