

Josef Karpinski

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EDUCATION

University of Connecticut

Bachelor of Science in Computer Science

Bachelor of Arts in Applied Mathematics

Storrs, CT

Grad: May 2026

GPA: 4.0 / 4.0

- Awards: 2024 & 2025 Babbidge Scholar, 6x College of Engineering Dean's List
- Relevant Coursework: Systems Programming, Algorithms & Complexity, Computer Architecture, Artificial Intelligence, Big Data Analytics, Principles of Databases, Machine Learning, C++ Essentials

EXPERIENCE

Software Development Intern

Epic Systems

May 2025 – August 2025

Verona, WI

- Engineered and deployed an internal code review assignment tool in C#, React, and TypeScript, automating reviewer selection based on expertise and availability; reduced average assignment time by 60%
- Presented bi-weekly demos to senior engineers and stakeholders, incorporating feedback that guided feature priorities, improved usability, and accelerated adoption across teams
- Designed full-stack architecture and UI for the tool, ensuring scalability, maintainability, and long-term reliability across Epic's developer ecosystem and workflows

Software Engineering Intern

Pratt & Whitney

May 2024 – August 2024

East Hartford, CT

- Engineered 3 automated report generation tools with Python, pandas, and AWS Lambda, eliminating a previously manual and cumbersome reporting process, resulting in \$20K+ annually in engineering labor
- Developed and deployed an internal web portal with Vue.js and AWS, streamlining access to engineering applications and tools for 150+ employees
- Applied Git, GitHub, and Scrum Agile practices to streamline workflows and improve efficiency

PROJECTS

Circlegame | Full-Stack Web Application

May 2022 – Present

- Developed and maintained a 2D aim trainer evolving from a Java prototype to a full-stack web app built with React, Node.js, and MongoDB, serving 100+ users with 3,000+ games played
- Designed backend infrastructure with Node.js, Express, and MongoDB to handle authentication, accounts, scores, and leaderboards while ensuring scalability and reliability for users
- Built replay system and analytics tools enabling players to review performance and monitor improvement
- Engineered a gamemode creation interface and abstracted gameplay engine to support customizable experiences

ValoScout | Data Analytics Platform

June 2023 – Present

- Developed a desktop analytics tool with React, TypeScript, FastAPI, and SQLite, providing structured match scouting insights that help players and coaches prepare more effectively
- Built local scraping logic to bypass API rate limits and avoid proxies, enabling fast and reliable data collection
- Designed lightweight caching with SQLite to support quick lookups and persistent storage of match data

QuizCards | Browser Extension

April 2024 – June 2024

- Launched a Google Chrome Extension that converts Quizlet sets into printable flashcards, reaching 50+ downloads
- Implemented PDF generation with JavaScript and the Chrome Developer API for flexible flashcard layouts

TECHNICAL SKILLS

Languages: Python, Java, C, C++, R, SQL, HTML, CSS, JavaScript, TypeScript, C#

Frameworks: React, Node.js, Express.js, Django, Flask, WordPress, Vue.js

Developer Tools: Git, GitHub, Docker, Kubernetes, Agile, Scrum, AWS

Libraries: PyTorch, NumPy, pandas, Matplotlib, p5.js, Processing, Tailwind