Josef Jankowski

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Github   **www.github.com/josefj1519**

Education

California State University, Fullerton   Bachelor of Science, Computer Science
Expected Graduation May 2022   GPA 3.83

Related Courses

Object-Oriented Programming	Data Structures
Assembly Language	File Structure and Databases
Operating Systems	Compilers
Algorithms	Computer Communication

Technical Skills

Languages   C++(Proficient), C(Proficient), Java(Proficient), Go(Beginner), MASM Assembler(Beginner), SQL (Beginner)

Operating Systems   Windows, Linux

Work Experience

Google, Mountain View, CA
Engineering Practicum Intern   **May 2019 - August 2019**

- Created a system to redistribute bugs using C++ and protocol buffers to assign software engineers flaky tests to fix.
- Utilized a variety of internal Google infrastructures to automate bug assignment.
- Launched and configured the software to run periodically so bugs can quickly be assigned to software engineers.
- Wrote design docs and documentation.
- Attended Go and Haskell courses taught by Google Software Engineers.

Projects

Snake BattleGrounds   **February 2018**

- Used Java to create a GUI (Graphical User Interface) one versus one snake game where the user creates their own levels. Features multiple inheritance and polymorphism.
  https://github.com/josefj1519/SnakeBG

SafeDriverTest   **May 2018**

- Used Java to create a GUI "driving simulator" where the goal is to steer a car and avoid collisions. Utilized inheritance, object interaction and basic kinematics.
  https://github.com/josefj1519/SafeDriverTest