

JOSEPH NAVARRO

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EXPERIENCE: Software Engineering Intern *eBay, Inc.* (06/2020 – 09/2020)

- Using a pipeline design pattern, developed backend services in **Java** to triple the number of existing payment methods available to both buyers and sellers
 - Implemented a webhook in **Kotlin** to interact with a third-party escrow service for mitigating fraud during high-sum transactions
 - Leveraged internal tools and databases to integrate the new escrow payment method into the checkout experience for desktop, mobile, and native platforms
 - Increased line, method, and class coverage of automation and unit tests by 15%
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EDUCATION: B.S. Computer Science *DePaul University*, 2021 (3.97 / 4.00 GPA)

B.A. Japanese *Purdue University*, 2019 (3.44 / 4.00 GPA)

PROJECTS: Persona 4: Racing All Afternoon (Python 3)

- Adapted pseudo-3D rendering techniques to Python and made efficient use of data structures for optimized real-time performance
- Iterated over game design after public release, responding to feedback and bug reports while acquiring over 3,000 downloads within a month

Kanji by Radical (Python 3)

- Programmed an educational video game in Python to introduce a novel approach for memorizing a sample set of over 75 Japanese words
 - Designed an intuitive and appealing user interface with visual cues for prompting user input and rewarding correct answers
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TECHNOLOGY:	Python	Java	Maven	JUnit	Eclipse	IntelliJ
	JavaScript	Kotlin	C++	Linux	Git	Spring
	Visual Studio	XCode	PyCharm	HTML	XML	YAML

SKILLS:	Version control	Object-oriented programming	Agile development
	Scripting and automation	Problem solving	Software testing
	Writing / communication	Learning and adaptability	Multilingual