

JOSEPH PEREZ

j22perez@uwaterloo.ca | [Personal Website](#) | [Github](#) | [LinkedIn](#)

SKILLS

- **Languages:** JavaScript, Python, C/C++, Racket, HTML/CSS, Fast Learner
- **Frameworks:** React.js, Vue.js, Django, Node.js
- **Technologies:** Version Control (Git/Github), Visual Studio Code, REST APIs, Stripe

EXPERIENCE

GrantMatch, Oakville, ON

May 2021 - December 2021

Junior Software Developer

- Improved employees' user experience by collaborating with various departments, assessing needs and writing software as required
- Attracted new clients by developing a form for use by RBC advisors representing Fortune 500 companies
- Optimized creation and distribution of quotes by creating a payment system using Stripe API
- Designed frontend **Vue.js** pages with Vuetify library, connecting to REST APIs created using **Django**
- Received an employer rating of "Outstanding" for work done

PROJECTS

Fooder

[\[https://github.com/josephperez3/fooder-backend\]](https://github.com/josephperez3/fooder-backend)

React, Node.js, Socket.io

- Built a website to help people decide which restaurants to eat at
- Used **Socket.io** both client-side and server-side for real-time feedback on restaurant matches
- Designed responsive frontend pages using **React** and **Material UI** library
- Implemented rooms through a **Node.js/Express** backend

AI and Tic Tac Toe Game

[\[https://github.com/josephperez3/minimax-tictactoe\]](https://github.com/josephperez3/minimax-tictactoe)

JavaScript, HTML, CSS

- Constructed an AI for a web Tic Tac Toe game
- Generated a tree of possible moves and used the minimax algorithm to select the ideal move

Collision Simulator

[\[github.com/josephperez3/collision-simulator\]](https://github.com/josephperez3/collision-simulator)

JavaScript (p5.js library), HTML, CSS

- Created a visual and interactive collision simulator for physics students

EDUCATION

University of Waterloo

2020 - Present

- Candidate for Honours Bachelor of Computer Science