JOSHUA WILSON
SOFTWARE ENGINEER

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📍 Los Angeles, CA
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SKILLS

LANGUAGES: Javascript / Typescript, HTML / CSS, Go, Python
SOFTWARE ENGINEERING: Data Structures , Algorithms, Object-Oriented Programming, Debugging, Unit Testing, Code Review, Documentation
TOOLS: React.js, Node.js, SQL, MongoDB, Git / Github, Apollo / GraphQL, REST APIs, PostgreSQL, Redux

EXPERIENCE

TWITCH
Software Engineer I

Los Angeles, CA
03/2022 - 06/2023

- Under the supervision of the head of Original Content Technology, I operated on a small international team that created software and hardware solutions for production broadcast clients.
- Designed, developed, shipped and maintained full stack feature components for 10 microservices utilizing languages like Typescript and Go.
- Diagnosed software and hardware issues by utilizing DevOps monitoring tools and analyzing system logs to create solutions in a timely fashion.
- Contributed to software documentation and collaborated with senior engineers during code review sessions.

Software Development Engineer

Los Angeles, CA
08/2021 - 03/2022

- Participated in a cohort of 6 engineering apprentices selected out of 1000+ applicants.
- Developed, tested and deployed end to end features and bug fixes for 5 microservices.
- Contributed to software documentation and collaborated with senior engineers during code review sessions.

FOUNDATIONS CHOREOGRAPHY
Web Developer

Los Angeles, CA
06/2018 - 06/2020

- Developed a static website for a student organization on campus, servicing 1,500+ users annually.
- Wrote and evaluated HTML CSS and Javascript to ensure that it is clear, concise, and readable.
- Collaborated within an 8-member committee of a 45 member organization to inspire 300+ beginning and intermediate dancers every quarter.

ASSOCIATED STUDENTS UCLA
Web Coding Assistant

Los Angeles, CA
10/2019 - 04/2020

- Reported to the lead web developer for various daily tasks and long term initiatives.
- Monitored website feature integrations ensuring client satisfaction.
- Modified website content via the Wordpress platform.

PROJECTS

CHATUP: TYPESCRIPT - REACT.JS / REDUX - EXPRESS .JS - NODE.JS - FIREBASE   07/2021
- ChatUp is a chat web application that utilizes Firebase's hosting and real-time database services.
- This app provided User Authentication, the ability to join or create public chats rooms and communicate in real-time using websockets for updates.
- The front-end is built using Typescript, React, and Redux while the backend is built using Typescript and Express.

SLACK CLONE: JAVASCRIPT - MONGODB - EXPRESS.JS - REACT.JS - NODE.JS   04/2021
- This project was designed to be a productivity web application built with the MERN tech stack.
- It provided user Authentication, account management, and some limited access control.
- Allowed for CRUD operations of groups, messages and comments while also utilizing socket.io for real-time updates.

MINESWEEPER CLONE: HTML / CSS - JAVASCRIPT - OOP   01/2021
- A browser based clone of a classic game; this web app supports four levels of difficulty.
- Allows users to customize their own game with a custom grid sizes and mine multipliers.

EDUCATION

General Assembly - Software Engineering Immersive   01/2021 - 04/2021
Full-time, 400+ hours, 12-week software engineering training program focused on full stack development, developing both front and back end applications with modern frameworks, libraries and languages.

University of California, Los Angeles   2014 - 2020

Relevant Courses: Introductory Programming in C++, Web Programming, Linear Algebra, Physics for Engineers, Multivariable Calculus.