JOSHUA WILSON
SOFTWARE ENGINEER

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SKILLS

PROGRAMMING: Javascript, React.js, Node.js, HTML/CSS (Bootstrap.js), SQL / PostgreSQL, Git / Github, Python
COMPUTER SCIENCE: Data structures, Algorithms, Object-Oriented Programming (OOP)
INTERPERSONAL: Teamwork, Problem Solving, Communication, Creativity, Empathy

PROJECTS

NEIGHBORHOOD MAP APP
(React.JS Front-End App)
A Google Maps API local map application that utilizes the Foursquare API to deliver information about a user's neighborhood and surrounding businesses.

CLASSIC ARCADE GAME
(OOP Javascript Game)
A HTML5 Canvas Javascript game similar to the classic game, frogger.

EDUCATION

General Assembly - Software Engineering Immersive   Jan. 2021 to Current
Full-stack software engineering immersive student in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.

University of California, Los Angeles
B.A. Applied Linguistics 2020

EMPLOYMENT

ASSOCIATED STUDENTS UCLA   Los Angeles, CA
Web Coding Assistant   Oct. 2019 to Mar. 2020
• Worked in Wordpress to modify and update the company website and client websites.
• Used Bronto to prepare, test, and distribute digital marketing content.

FOUNDATIONS CHOREOGRAPHY   Los Angeles, CA
Webmaster   June 2018 to June 2020
• Built a static website for a student organization on campus, servicing +7,000 users annually.
• Wrote and evaluated code to ensure that it is valid, is properly structured, meets industry standards and is compatible with browsers, devices, or operating systems.
• Recommended and implement performance improvements to website.