JOSHUA KARPER
UNIVERSITY STUDENT | DEVELOPER

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▶ EDUCATION

University of Maryland, College Park
B.S. Computer Science (Expected May 2019)
Relevant Courses: Information Science, Object Oriented Programming, Computer Systems
Currently Enrolled: Algorithms, Organization of Programming Languages, Data Science

▶ SKILLS

LANGUAGES: Java, Python, C, JavaScript, Ruby
TOOLS/FRAMEWORKS: Ruby on Rails, git, Bootstrap, HTML/CSS, Angular 2

▶ EXPERIENCE

SOFTWARE DEVELOPMENT INTERN
DC Health Link, Washington DC   **Oct 2016 to Current**
- Fix production bugs in a Ruby on Rails application that aids thousands of DC residents in purchasing health benefits
- Utilize Rspec (Ruby) and the Jasmine testing framework (Angular 2) to craft test code for internal tools
- Create Python scripts to automate data entry tasks
- Coordinate with stakeholders to identify and ensure software flaws are fixed and features are implemented

SYSTEM ADMINISTRATOR
University of Maryland Department of Economics, College Park MD   **Mar 2016 to Oct 2016**
- Extended Google Sheets with Google's AppScript to develop a notification-driven inventory system
- Used Visual Basic and Powershell scripting to automate software updates and to create Active Directory accounts
- Interacted with over 100 department staff members and graduate students for technological support services

▶ PROJECTS

ROBINHOOD PYTHON API WRAPPER (OPEN SOURCE CONTRIBUTION) · Python
- Contributed three new features to a stock trading open source API wrapper
- Increased the efficiency of the existing code base

WEB BASED GAME SERVER ADMINISTRATION TOOL · Angular 2, Ruby on Rail
- Browser accessible administration tool built to perform administrative duties on a game server
- Front end designed with Angular 2, backed with a Ruby on Rails back end that interacts with the game server

TWITTER CONTEST BOT · Python
- Locates contest tweets ('e.g. retweet to win'), parses them and then performs actions needed to enter the contest
- Uses the Tweepy API wrapper to access the Twitter API and has entered over 20,000 contests

TEXT ADVENTURE DUNGEON CRAWLER GAME · JavaScript, HTML/CSS
- Designed and created the back-end game engine including a user input interpreter
- Assisted in designing the front-end of the game