Josh Cacayan

linkedin.com/in/josh-cacayan| joshacacayan@gmail.com | 610-462-7527 |Sinking Spring, PA 19608 | joshacacayan.site

Career Objective

Seeking for a career in the workforce that will present me an opportunity to display and advance my technical and problem-solving skills in the field of computer science and information technology.

Education

- B.S Kutztown University of Pennsylvania   Kutztown, PA
- **Major: Computer Science**   August 2021- May 2026
- GPA: 3.17
- Related Coursework:
    - Interdisciplinary Rapid Prototyping, Data Structures, Network and Secure Programming, Advanced Scientific Programming, 2D Game Development, Programming Languages, Software Engineering, Operating Systems, Data Mining 2, Advanced Scripting for Data Science, SQL Programming, Intro to Big Data, Java Programming

Work Experience

- PFS Shopper at Giant Direct   Jun 2022- Aug 2023
    - Worked to get people's groceries for online shoppers efficiently and in a timely manner.
- Desk Receptionist at Kutztown University   Mar 2022- Jun 2022
    - Took care of organizing mail and checking people in and out of resident's buildings.

Skills

- Operating Systems: Windows and Linux
- Programming languages: Python, Java, PHP, JavaScript, C++, C#, C, PostgreSQL, HTML/CSS, x86 Assembly
- Tools and Technologies: Docker, AWS, GitHub, PostgreSQL, JavaFX, Unity, Gamemaker, Power BI, Gemini Api
- Libraries/Frameworks: Plotly.js, Scikit-Learn, Pandas, Seaborn, Weka
- Other: Interpersonal communication, leadership, Agile methodology, Linux/Windows, Spanish

Projects

- VibeLog (Interdisciplinary Rapid Prototyping)
    - Led a team of three in developing an AI-driven journaling web application aimed at enhancing users' mental well-being through daily reflections and personalized insights powered by Google Gemini.
    - Backend in PHP/PostgreSQL for storing user's journal entries; visualized data with Plotly.js
    - Managed project timelines and tasks using Agile methodology, with a GitHub Kanban board and a Gantt chart for effective project tracking.
    - Used Docker for consistent dev environments and cron jobs for daily reminder notifications.
- Plant Pro (Software Engineering 1 and 2)
    - Prototyped and integrated a gardening website that monitors plant health by sending requests to an API and using a raspberry pi for real-time feedback.
    - Developed a Gantt chart to organize the project with 4 people, using GitHub for Agile-based project management, and used AWS to host the website and database.
    - Created a postgresql database and a php backend as well as a responsive frontend
- Network Chat (Network Programming)
    - Creates a network chat between multiple clients connected to a server using python and sockets with 3 people.
- Casino Baccarat Game (Java Programming)
    - Implemented a game in java that takes in user's input based on betting on a player and banker and simulates a card game based on Baccarat rules.
    - Applied object-oriented programming principles to make a modular system for the game, which includes classes for cards, card shoe, hand, a generic card game and a special Baccarat Game.
    - Used JavaFX to create a GUI that enables interaction with the game.
- Video Game Patterns (Advanced Scientific Programming)
    - Analyzed 3 video game datasets and made conclusions about how factors such as country and certain video game systems influence what types of games people play.

- o   Used python libraries such as Seaborn, Matplotlib, and Pandas with the Jupyter Notebook IDE to create data visualizations.
- Ecommerce Linear Regression Project
    - o   Small data analysis project about an ecommerce company that sells clothes online, and based off a linear regression model judge their sales if their website or mobile app experience sells better
    - o   Used scikit-learn to do a train test split on the dataset, which helped predict the correlation between the average hours spent on the website and app with the yearly amount spent on clothing.
- Mental Health and Music Analysis
    - o   Analyzed music factors such as favorite genre, mental health status, and age to analyze whether music impacts one's mental health or not.
    - o   Used Weka to implement machine learning algorithms such as decision trees and bayes algorithm to predict if certain factors impact one's stance on if music impacts mental health.