Josh Cacayan

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Career Objective

Motivated computer science student with hands-on experience in full stack web development, AI integration, and cloud deployment. Seeking a career to display technical expertise and problem solving in the fields of computer science and information technology.

Work Experience

• Remote Computer Science Internship at Sports Media Inc

- May 2025 August 2025
- Led a sub-team of 7 interns using Agile Scrum methodology to deliver backend features
- Built backend RESTful API services in Python (Flask) to fetch data from external REST APIs, cached with Redis, and displayed via React
- Created Dockerfiles and configured Nginx for containerized, consistent development environments
- o Managed version control using Git and GitHub for collaborative software development
- O Stored information such as user data on **PostgreSQL** database schemas
- Incoming AI Integration and Education Specialist GA at Kutztown University
 August 2025 May 2026

Skills

- Programming languages: Python, Java, PHP, JavaScript, C++, C#, C, SQL (PostgreSQL), HTML5, CSS3, x86 Assembly
- Tools and Technologies Docker, AWS (EC2, RDS), Git/GitHub, Redis, Nginx, Supabase, Power BI, Weka, Gemini API
- Libraries/Frameworks: Flask, React, Plotly.js, Pandas, Seaborn, JavaFX
- Other: Linux, Windows, Leadership, Team Collaboration, Interpersonal Communication, Spanish

Projects

- VibeLog (Rapid Prototyping)
 - Led a team of three to develop an AI-driven journaling web app that uses Google Gemini to analyze daily journal
 entries and provide personalized advice for improving the user's mental health
 - Developed the backend in PHP/PostgreSQL for storing user's journal entries and created interactive visualizations of emotional trends using Plotly.js
 - o Containerized the application with Docker, deployed on AWS EC2 with nginx for scalable access
- **Plant Pro** (Software Engineering 1 and 2)
 - Developed a full-stack web application to monitor plant health, implementing backend services in PHP and database schemas in PostgreSOL
 - o Contributed to **frontend design** for visualizing raspberry pi sensor data; hosted through a **AWS EC2** instance.
 - Collaborated with hardware developers to integrate real-time sensor data via an external REST API for live monitoring and analysis
- Network Chat (Network Programming)
 - O Collaborated with 3 team members to create a **socket-based** chat application in **Python**, enabling real-time communication between clients and a centralized server.
- Casino Baccarat Game (Java Programming)
 - o Implemented a modular Baccarat card game with JavaFX GUI applying Java OOP principles.
- Video Game Patterns (Advanced Scientific Programming)
 - Analyzed video game datasets using python libraries such as pandas and seaborn to create insights on how external factors influence player preferences

Education

• M.S in Computer Science Kutztown University of Pennsylvania August 2025- May 2026

B.S in Computer Science Kutztown University of Pennsylvania August 2021- May 2025