Josh Cacayan

linkedin.com/in/josh-cacayan | joshacacayan@gmail.com | 610-462-7527 | Sinking Spring, PA 19608 | [Josh's Portfolio](#)
(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 2025
- Related Coursework:
    - Rapid Prototyping, Data Structures, Network Programming, Advanced Scientific Programming, Programming Languages, Software Engineering, Operating Systems, Data Mining 2, Advanced Scripting for Data Science, Intro to Big Data, Java Programming
- M.S Kutztown University of Pennsylvania   Kutztown PA
- Major: **Computer Science/Software Development**   August 2025- May 2026

Skills

- 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 (Rapid Prototyping) Vibelog.site
    - Led a team of three in developing an AI-driven journaling web application powered by Google Gemini.
    - Developed the backend in PHP/PostgreSQL for storing user's journal entries, visualized data with Plotly.js, deployed with docker on AWS, automated cron jobs for daily notifications, and managed tasks with the Agile methodology.
- Plant Pro (Software Engineering 1 and 2)
    - Prototyped and integrated a plant website that monitors plant health by sending requests to an API with python and using a raspberry pi for real-time feedback.
    - Created a postgresql database and a php backend as well as a responsive frontend; hosted on AWS.
- 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)
    - Created a modular Baccarat card game with JavaFX GUI applying OOP principles.
- Video Game Patterns (Advanced Scientific Programming)
    - Analyzed 3 video game datasets using pandas and seaborn to make conclusions about how factors such as country and certain video game systems influence what types of games people play.
- Ecommerce Linear Regression Project
    - 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 using scikit-learn.
- Mental Health and Music Analysis (Data Mining 2)
    - Explored correlations between music preferences and mental health using Weka with decision trees and Bayesian models.

Work Experience

- PFS Shopper at Giant Direct   Jun 2022- Aug 2023
- Desk Receptionist at Kutztown University   Mar 2022- Jun 2022