

Joshua Richardson

Software Engineer

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Profile Summary

- Full-Stack Web developer with a wealth of experience delivering complex solutions including entertainment web applications and inventory management systems within fast-paced environments.
- Extensive technical skill set, with mastery in **JavaScript**, **TypeScript**, and **Node.js**; proficient in cloud services (Docker, Traefik) and databases (PostgreSQL, MongoDB), enhancing infrastructure reliability and performance.
- Impactful contributions during each phase of the **Software Development Life Cycle**, from architectural design to deployment and optimization, using blue-green deployments and canary releases for efficient system performance.
- Engaged collaborator with strong interpersonal skills, able to influence and **align multiple teams** with conflicting priorities to drive progress under aggressive time constraints.

Technical Skills

Programming Languages: Javascript, Typescript, GraphQL

Frameworks & Libraries: Node.js/Express.js, React, Vue, React Native, Next.js, Nuxt.js, Express.js

Testing: Jest, Mocha, Cypress, Puppeteer, React Testing Library, Storybook, BrowserStack

Databases: PostgreSQL, Neo4j, MongoDB

Cloud Services & DevOps: Docker, Traefik

Education

Western Governors University 

Bachelor of Science in Computer Science

Salt Lake City, UT

Sep 2018 - Jun 2021

Work Experience

Bond 

Los Angeles, CA

Software Engineer

Jan 2023 - Mar 2024

- Contributed to the technical effort by developing custom sites for upcoming gaming and entertainment projects, while collaborating cross-functionally with Development and Design teams, and delivering clean and scalable code in **JavaScript** with **Vue.js** and **Nuxt.js**.
- Developed the **Barbie Selfie Generator**, enabling users to upload portraits and customize movie posters as Barbie/Ken, utilizing **Nuxt.js**, **Vue 2**, **Automated CI**, and **AWS** deployment, leading to an interactive and personalized user experience which reached viral status and attracted over **2 million** site visits within the first **24** hours.
- Contributed to the **Oppenheimer** movie site as a secondary engineer, incorporating **3D animations** with **three.js** for exploring movie locations and characters, and implementing a multi-phase launch sequence, enhancing user engagement with the film's historical context.
- Assisted in creating "**The Watchers**" movie site by integrating looping videos with location-based transitions according to the user's timezone, and supported "**League of Legends**" projects including Remix Rumble and the Wild Rift Anniversary Site, by developing mini-experiences and interactive fan engagement sites

- Evaluated software solutions, deploying suites of tests including visual regression and cross-browser compatibility testing, utilizing browser emulation, **BrowserStack**, and **Cypress** for automating the visual regression testing to ensure thorough coverage and functionality across multiple platforms.
- Deployed using **GitHub Actions** for testing environments and **AWS** for sharing production builds with clients.

American Express

Phoenix, AZ

Software Engineer II

Apr 2022 - Oct 2022

- Architected the transition of a monolithic **GraphQL** repository to a federated model with **Apollo Federation**, establishing metrics for the phased roll-out and creating middleware to time query execution and accuracy, feeding data into a **Kafka** event queue, while focusing on caching middleware
- Developed **Express.js** middleware to intercept and log requests and responses within a **mono repository** architecture, utilizing Kafka for caching mechanisms, ensuring a fast data retrieval performance.
- Created clear, concise and user-friendly **documentation**, and wrote & maintained **clean code** with commenting for others to read, understand and collaborate easily.
- Collaborated within a project team during **sprint stand-ups** on a greenfield project, maintaining focused communication and effectively addressing questions to clarify project details and ensure alignment.
- Engaged in **continuous learning** and professional development, the team emphasized the mastery of **GraphQL** to become a Subject Matter Expert (**SME**), ensuring the integration of this advanced technology into the development process.

Linear Systems Inc

Rancho Cucamonga, CA

Software Developer

Jan 2020 - Mar 2022

- Built a mobile application allowing agencies to securely upload digital evidence, featuring encrypted data transmission and a user-friendly interface, integrating a multi-tenant authorization service, native **iOS/Android** modules for capturing **RAW** images hashed with **SHA-256**, and a secure file transfer system to maintain **chain-of-custody**.
- Overhauled the DIMS software by integrating a **React** SPA with Apollo client for dynamic database fetching on the front-end, customizable for each client, and employing a **Fastify** server, **Neo4j** database, **Redis** for caching and **JWT** session management on the back-end, all aligned with **CLEAN** architecture principles for scalability and evolvability.
- Developed a robust **Node.js** server on a custom-built **Gentoo Linux box**, incorporating **Docker Swarm** to dynamically manage node servers based on demand, and integrated asynchronous programming, event-driven architecture, and error handling mechanisms to systematically collect, process, and securely retain digital evidence while ensuring data redundancy across multiple on-premises servers using **CRON jobs** and **RSYNC**.