

# Joshua Owens

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## TECHNICAL SKILLS

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### General

- Object oriented programming
- Data oriented design
- Git version control
- REST APIs
- Jira Project Management
- Github Actions
- Design patterns
- Functional programming

### Front end

- Modern Javascript technologies: Typescript, React, Redux, Async/Await, Flux, Webpack
- Graphics engine development for canvas
- Testable front end code with Jest
- Web game development
- PWA: Service workers, indexedDB, notifications api
- Web assembly with Rust and Yew

### Back end

- Server-side rendering
- Distributed Systems patterns
- REST/GraphQL API development
- Elasticsearch
- SQL databases: MySQL
- Docker
- Languages: Javascript, Typescript, Ruby, and Rust
- Web Frameworks: Express, NextJs, Ruby on Rails, and Rocket.rs

## EXPERIENCE

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### Tinder

May 2022 – Present

#### Full Stack Developer - Full Time

- Integrated CMS Contentful with safety and legal content, reducing developer time by 20 work days per year on average through automating manual processes
- Implemented ban screens and ban token integration within our ban appeal center
- Updated Protobuf tools to increase developer velocity and remove deprecated package Prototool
- Migrated static site from being served on AWS to Netlify

### Microsoft: Minecraft Launcher

March 2021 – April 2022

#### Software Development Engineer 2 - Contract

- Updated portions of app's architecture, allowing for a simpler and declarative interface when adding or updating Mojang games
- Maintained and updated skin rendering systems in ThreeJS
- Fixed long standing and complex bugs that were caused by message passing architecture between C++ back end and React front end
- Proposed and implemented parallelization of CI/CD jobs to increase development velocity

### FilmFreeway

August 2019 – March 2021

#### Software Engineer - Full Time

- Heavily impacted decoupling of frontend and backend in monolithic application, allowing our Ruby runtime to no longer use an embedded javascript runtime
- Api development in Node.js and Ruby on Rails creating functionality like Recaptcha, festival notification management, and Internationalization
- Built a canvas graphics engine to generate images, saving thousands of dollars a year in CPU time. Built with React, Redux, and an Entity Component System architecture
- Implemented internationalization of currency on the client and in our Node.js backend
- Reduced bugs by creating and developing front end testing environment and integrating Typescript

## Engage Town

January 2018 - August 2019

*Front End Engineer - Full Time*

- Led and reviewed front end code
- Integrated PDF exporting of citizen feedback, used by Santa Monica city council during town meetings
- Feature development in React redux system such as client side searching and filtering of aggregated data in the main feed
- Fixed long standing state issues on main feed which were preventing further development in that area
- Designed web app currently being developed separately from working product