





Josh Landsman


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Personal Statement

Creating positive change in the world through computer science

Education

 **Georgia Institute of Technology** 2020-2024
Candidate for B.S. in Computer Science
Concentrating in [Information Internetworks & Intelligence](#)
Cumulative GPA: 3.86

 **Randolph High School, NJ** 2016-2020
High School Diploma
Cumulative GPA: 4.72 (weighted), 4.08 (unweighted)

Work Experience

 **NCR Corporation**  Atlanta, GA

Software Engineer Intern, Innovation Lab

May 2021-Aug 2021

- Created a production REST API for NCR's Global Hackathon to organize international participants, teams, and conference talks using NestJS, Azure, and PostgreSQL
- Designed system for NCR employees to contribute toward future goal achievement at NCR through [Brightidea](#) with an Ethereum Blockchain-based reward system
- Co-managed deployment and stability of new [NCR website](#)
- Collaborated in team meetings to shape innovative use cases for AI/Computer Vision in NCR's point-of-sale

 **Lucille Games**  Virtual

Software Developer

Apr 2020-Aug 2020

- Collaborated with multiple developers and a quality assurance team to develop and improve existing games
- Created a streamlined process to evaluate/fix the functionality of new game features

 **XLink (Startup Entrepreneur: Munroe Chirnomas)**  Virtual

Software Intern

Sep 2017-Mar 2020

- Developed image recognition software utilizing SIFT, SURF, and ORB algorithms and homography
- Created a web scraping tool that tested for reactions from different mainstream websites and which also gathered statistics regarding those automated interactions
- Collaborated with software and mechanical engineers working on robotics for specific industrial solutions

 **Harvard University Medical School/Brigham and Women's Hospital**  Boston, MA

Harvard Laboratory Research Intern

Aug 2019

- Applied computer science skills with bioinformatics; exposed to biomedical wet lab and state-of-the-art molecular biology techniques, including single cell sorting and RNAseq

Projects

PKNK  [GitHub](#)

- Created an Android application using Java for the 2020 QuackHacks hackathon, which provided a platform for individuals to exchange cooking recipes in a social media style using a Google Firebase real-time database

Skills

Languages/Tools: Java, JavaScript, NestJS, TypeScript, PostgreSQL, Firebase, Google Cloud, Azure, Git, Python, Lua, React/React Native, HTML, CSS

Relevant Coursework: [Object-Oriented Programming](#), [Data Structures & Algorithms](#), [Linear Algebra](#), [Discrete Mathematics](#)

Extracurricular Activities

HackGT: Catalyst

Mentor

Mar 2021

- Selected to mentor high school students in Cybersecurity track of hackathon

RHS Computer Club

Co-President/Executive Board Member

Aug 2018 - Jun 2020

- Developed yearly planning of projects and strategies to support and improve club; led club/board meetings and student-run coding lessons, delegated tasks for improved efficiency; increased membership 25%
- Secured new funding from Head of Technology Department for new innovative programs

Food Relief Agency

Volunteer

2013-2021

- Packed donated food boxes (n=300) and delivered food to homes with very low food security in community

Honors & Awards

- National Honor Society, Mu Alpha Theta, National AP Scholar, RHS Computer Club Leadership Award