

Josh DeGrazia

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EDUCATION

UNIVERSITY OF WATERLOO

WATERLOO, ON, CANADA

Bachelors of Computer Science
with Business Option and a Minor
in Combinatorics & Optimization

LINKS

Github:// [joshdegrazia](#)

LinkedIn:// [joshdegrazia](#)

Profile:// [joshdegrazia.github.io](#)

LANGUAGES

C • C++ • C# • Java • Python • Bash
Ruby • HTML • CSS • Javascript (ES6)
CoffeeScript

TECHNOLOGIES

Rails • React • Sass • Webpack
ASP.NET • Android • Node.js

EXPERIENCE

RPM TECHNOLOGIES | SOFTWARE DEVELOPER

May 2014 - August 2014; May 2015 - August 2015; Jan. 2016 - April 2016
Toronto, ON, Canada

- Created a compiler using Perl and Java to translate a 180,000 line Visual Basic 6 program into a C# ASP.NET program, vastly improving the performance and reliability of the program by re-writing core functionality with the new tools available.
- Wrote a large Python project which generated and processed large, encoded test government documents related to financial records which the QA team was previously required to write by hand.

CHALK.COM | FULL-STACK SOFTWARE ENGINEER

September 2016 - December 2016

Kitchener, ON, Canada

- Created a feedback module allowing administrators to leave feedback for teachers on each of their lesson plans, allowing teachers and school-level administrators to view aggregated feedback on a centralized page
- Created PDF export options for teachers allowing them to print out progress on state-level teaching standards and their weekly attendance, as well as front-end interfaces for accessing each report
- Collaborated on the design and implementation of a large client infrastructure change allowing users to be grouped by school, in addition to previously only being grouped by their institution
- Implemented tools for Chalk.com employees to manage users and add many users to the system with ease
- Worked heavily with the product and front-end leads on creating new coding standards and design patterns for React code in order to increase productivity, make feature implementation easier, and follow more closely with industry best practices

RELEVANT PROJECTS

JSKETCH | JAVA, ANDROID, SWING

A vector drawing program built off of Java. We used the Swing library to render objects to the window, where we allowed manipulating the shapes via key and mouse presses. For another project we created a new version of this program for Android using Android Studio.

OS/161 | C, BASH

For CS 350 (Operating Systems), our main task was to build a very basic command-line operating system called OS/161. It was our job to implement synchronization primitives and basic system calls so the system could solve concurrency problems, as well as building the OS's virtual memory system from the ground up.

WLP4 COMPILER | C, C++, BASH

For CS 241 (Foundations of Sequential Programs), we built a compiler from the ground up. We started off by building an assembler that translated a set of MIPS commands into binary instructions. Then, we created a parser for a subset of the C language, then translated it into MIPS for our assembler to turn into binary.