JOSH GRANADOSIN

FULL STACK WEB DEVELOPER

+ 1 (425) 802-8288

joshgranadosin@gmail.com

www.joshgranadosin.com

ABOUT ME

I am a full stack web developer who is passionate about building better web products and services that help people in their everyday lives. I enjoy breaking down complex problems and creating simple yet thoughtful solutions through clean and readable code.

TECHNICAL SKILLS

FRONT-END

HTML5, CSS, Javascript, JQuery, AJAX, Angular

SERVER

Node.js, Express, Ruby on Rails

DATABASE

MongoDB, PostgreSQL

VERSIONING

GitHub, SourceDepot, Team Foundation Server

WORK EXPERIENCE

GENERAL ASSEMBLY
03/2016 - 06/2016

Full Stack Web Developer

12 Week immersive web development course that comes with 480 hours of in class instruction, 50-80 hours of experience based weekly work which resulted into 4 case study projects that showcases the use of various languages, frameworks and libraries.

PROJECTS

CHORD COMPOSER MAGIK - Full M.E.A.N. Stack App
A web app that allows composers to create simple chord sheet music for guitar quickly and easily. This app uses the full MEAN stack. (MongoDB/Mongoose, Express, Angular and Node)

CODEPREP - Ruby on Rails
Code-prep was collaborative project created to prepare junior developers with job interviews by providing timed white boarding questions of varying difficulty. The app uses Ruby on Rails and PostgreSQL.

HOOD MATCH - NodeJS and Express
Hoodmatch let's users find a neighborhood in Seattle similar to one that they entered. It utilizes Google Place's API to search for the closest match among more than a hundred neighborhoods. This was my very first full-stack app.

SUNGKA - HTML5, CSS3, and Vanilla Javascript
A traditional Filipino game adapted to a web-app. This version was done in pure vanilla javascript (no jQuery). The app is front-end only and features a rudimentary AI in 1 player mode, a 2-player mode, and extended play.

MICROSOFT HARDWARE TESTING (SURFACE HUB)

09/2014 - 03/2016

Design Verification Engineer

Hardware, Firmware, and Software Integration Testing:
Executed, developed, analyzed, documented reported, and trained other testers to run integration tests with each firmware and major software release for the Surface Hub.

Build Verification Testing:
Executed, developed, analyzed, documented, reported, streamlined, and trained other testers to run daily or bi-weekly build verification test for the Surface Hub.

Bug Triage:
Analyzed, investigated, triaged, and assigned issues reported from within and outside the team.

Service:
Modified, updated, or fixed Surface Hub hardware to support testing, development, and marketing teams.

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WORK EXPERIENCE (CONT.)

MICROSOFT HARDWARE TESTING SURFACE PRO, LIFECAM, INTELLIMOUSE, XBOX, SURFACE TABLE

06/2007 - 08/2014

Design Verification Engineer in Test

Hardware, Firmware, and Software Integration Testing:
Executed, developed, analyzed, documented reported, and trained other testers to run integration tests with each firmware and major software release for the Surface Pro, LifeCam and Intellimouse.

Build Verification Testing:
Executed, developed, analyzed, documented, reported, streamlined, and trained other testers to run weekly build verification test for the Surface Hub.

Bug Triage:
Analyzed, investigated, triaged, and assigned issues reported from within and outside the Surface Pro, LifeCam, Intellimouse teams.

Service:
Modified, updated, or fixed Surface Pro, LifeCam, Intellimouse, XBox, and Surface Table hardware to support testing, development, and marketing teams.

EDUCATION

GENERAL ASSEMBLY

Web Development Immersive
Graduated 2016

SEATTLE UNIVERSITY

Bachelor's Degree in Science – Electrical Engineering
Graduated 2010