Joshua Hwang

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Github   LinkedIn   JoshuaHwang

EXPERIENCE

Software Associate - *App Academy - San Francisco*   **Mar 2016 - June 2016**

- Administered algorithm-based coding interviews in Ruby, Python, JavaScript and Java for over 100 prospective students
- Developed RSpec testing suite with 100+ tests for an applicant state tracking tool
- Created Ruby and IRB tutorials for an accelerated learning program with over 80 students
- Formulated algorithm problems for admissions process and software development course

.NET Developer - *Rand Group - Houston*   **Feb 2015 - Dec 2015**

- Built a timesheet tracking website using ASP.NET and Kendo for billable time and expenses that syncs automatically with accounting software, drastically reducing workload and human error
- Developed software solutions in C# for over 10 clients, including a database-synced scan gun application and a warehouse management system
- Created applications to integrate client data with SQL databases, allowing clients to use enterprise resource planning software (*Microsoft Dynamics*) and improve business processes
- Generated $100,000+ in revenue for Rand Group within 10 months

PROJECTS

Glimmr - *Ruby on Rails - JavaScript - React.js - PostgreSQL*   **Live | GitHub**
An image sharing web application inspired by Flickr

- Created as a high-speed single page application with re-rendering on state change and utilizing flux architecture for unidirectional and logical data flow
- Integrates Cloudinary API for uploading and hosting large numbers of images to provide distributed access points and increasing application load speed
- Utilizes Flexbox to create a dynamically resizing grid system and custom CSS to give users an aesthetically pleasing experience

Script Fighter - *JavaScript - HTML Canvas*   **Live | GitHub**
A beat-em-up JavaScript game using Street Fighter sprites

- Has state-based sprite animations for dynamic rendering and smooth movements
- Tracks projectiles and character units with custom hitboxes and collision detection

Chess - *Ruby*   **GitHub**
Two-player chess playable through the console

- Employs Cursorable module for precise piece selection in a graphical user interface
- Utilizes model inheritance to create directional movement for different pieces

SKILLS

Ruby	JavaScript	React.js	SQL	HTML	C#	Node.js
Rails	jQuery	Flux	Git	CSS	ASP.NET	AWS

EDUCATION

App Academy - *Full Stack Web Development Course*	Jan 2016 - March 2016
Rice University - *MS in Ecology and Evolutionary Biology*	July 2012 - Dec. 2014
Rice University - *BA in Ecology and Evolutionary Biology*	Aug 2008 - May 2012