Josh Kendrick

Software Engineer

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Summary

A bright, self-motivated, and organized software engineer that is capable of quickly getting up to speed with your methods and technologies, and is eager to help your organization succeed.

Experience

Software Engineer at Boundless Spatial, Inc.
June 2017 - Present

Tech Used: Kubernetes, Python, Golang, Kafka, Protobuf, Android dev stack

Scalable Infrastructure Dev and Support:
- Kubernetes, etc. - Developing manifests, supporting deployments
- SpatialIO - Python service to receive geospatial data files and process them into PostGIS and/or Geoserver
- WORM - Golang service to receive requests, translate them to Protobuf message, place on Kafka, etc.

SpatialConnect SDK (Android):
- Briefly aided mobile team in bug-fixing and platform stabilization

Software Engineer at Spatial Networks
September 2014 - June 2017 (2 years 10 months)

Tech Used: Java, Android, Android Studio, Fabric, Firebase, Facebook, Retrofit, Picasso, Sanselan

Fulcrum (Android):
- Design, implementation, publishing, maintenance: individually responsible for all phases.
- Enhancements include: Many UI upgrades & optimizations, e.g. 'Material' modernization.
  - Barcode, Audio Fields, In-App Signup, URL Actions, Form Gallery.
- Creation, support of automated tests for application flow, database upgrades, stress testing, model integrity, etc.

Software Engineer at Thermopylae Sciences + Technology
February 2013 - September 2014 (1 year 8 months)

Tech Used: Java, Android, GeoTools, HTML/CSS/JavaScript, ExtJS, JUnit, Jasmine

Ubiquity Mobile Solution Suite:

- Added Android Maps component that retrieves, caches, and draws WMS, WMTS, and WFS data.
  - Created algorithm for tracking and reporting a user's location; designed to provide the best picture of a device's route while optimizing battery life and bandwidth.
  - Assisted in development of an SDK to allow developers to extend the product.

iSpatial (Geospatial Web Product):
  - Developed a common data access service: connects to multiple data sources (databases, files, etc.), manages data, and provides APIs (geospatially enabled) for retrieving data.
  - Primary backend developer: created asynchronous workers for a service- oriented architecture, and wrote extensive architecture documentation and developer walkthroughs to aid customers in extending product.

GIS Project Scientist, Band 3 at NGA
June 2009 - February 2013 (3 years 9 months)
  Tech Used: Java, Android, Python, Django, HTML/CSS/JavaScript

Hermes:
- Sole developer of Hermes: a geospatial software solution comprised of a web application, Android application, and Django backend; used to track personnel and report photo-tagged events.
  - Provided in-country support to Hermes London 2012 Olympics deployment: ~60 devices with ~16 hour/day usage. Has also been deployed for UN General Assemblies and Pan American Games.

Education
University of Missouri-Columbia
Bachelor of Science (B.S.), Computer Science, 2007 - 2011
Activities and Societies: STRIPES - Weekend Safe-Ride Program

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Linked in.

Contact Josh on LinkedIn