Joshua Lopes

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EDUCATION

Florida International University | Miami, FL
BS in Computer Science, Minor in CyberSecurity, GPA: 3.94   Expected: 11/24
Honors: Dean's List every semester at FIU, C-USA Student Athlete Academic Honor
Associations: FIU Football Team, INIT

SKILLS

Computer: Java, Python, JavaScript, C, SQL, Git, React,Tailwind, GraphQL,SpringBoot,Docker

EXPERIENCE

Software Engineering Extern, Backend | Netflix Pathways Bootcamp   06/23- Present
- Developed cloud-ready web applications using Java Spring Boot, adhering to the principles of **RESTful APIs**.
- Implemented secure user authentication using **JSON Web Token (JWT)** and **Spring Security**, reducing server load and enhancing user experience.
- Leveraged **ORM** techniques to access and manage data from **SQL (MySQL)** and **NoSQL (Cassandra)** databases effectively, ensuring optimal performance for large datasets.
- Designed and implemented **CI/CD** pipelines with **CircleCI**, leading to less error- prone releases and improved software quality.

Software Engineer Intern | Football Play Card   01/23- Present
- Redesigned the marketing website utilizing **HTML, CSS, and JavaScript** to create custom features, resulting in a 40% increase in user engagement and a 25% decrease in bounce rate.
- Developed and executed a suite of comprehensive end-to-end frontend tests using **Cypress**, resulting in a 50% reduction in manual testing efforts and a 20% increase in overall testing coverage.
- Met with several users to gather feedback and ideate new feature enhancements, leading to a more intuitive user experience and optimizing software utility for key user segments.

Leadership Experience

Init Build Technical Lead | 08/23- 11/23
- Led the advanced web development team of 6 student developers; managed end-to-end project execution including database schema design, backend architecture, front-end integration, and deployment strategies.
- Implemented Agile methodologies, complemented by Jira, to facilitate iterative development, ensuring continuous progress while accommodating everyones academic schedules and exams.

PROJECTS

Video Game Store Inventory| Java/SpringBoot   07/23- 09/23
- Developed a robust backend **API** using **Java Spring Boot**, creating a high-performance and scalable inventory management system for a video game store.
- Designed and implemented **REST API** endpoints, enabling seamless communication between the frontend and backend systems, facilitating efficient data retrieval and manipulation.
- Leveraged **GraphQL** to optimize data fetching, reducing network overhead and enhancing query flexibility for clients consuming the API.
- Utilized **NoSQL databases** to efficiently store and retrieve data, ensuring quick access to inventory information and supporting the rapid growth of the video game store.

Save Right| React/ Next.js   09/23- 09/23
- Designed a specialized budgeting platform using **MVC** architecture during a 36 hour hackathon (Shellhacks), targeting first-generation college students' financial nuances.
- Leveraged **React.js** to create visualizations of spending habits and budget allocations aiding financial decisions. Incorporated **JWT** based User Authentication protecting user's financial data.
- Deployed the application on **AWS** using **EC2** for hosting and **RDS** for database management, while leveraging **Docker** for containerization to ensure consistent environments and scalable infrastructure.