JOSH LOPEZ

Email: josh@joshlopez.co | Phone: (925) 719 5064
Website: joshlopez.co | GitHub: joshlopez97

PROFESSIONAL EXPERIENCE

Proofpoint, Inc.   **Sunnyvale, CA**
Software Engineer   *06/2019 – Current*
- Develop and maintain large analytics application, mainly working with Java and Kubernetes

ID Tech   **Cypress, CA**
Software Engineer   *09/2018 – 01/2019*
- Contracted to build mobile app for customers to remotely manage/monitor payment devices
- Node.js app features barcode scanner (using Quagga.js), remote device updates, real-time data analytics, device location info using Google Maps API, and much more

Proofpoint, Inc.   **Sunnyvale, CA**
Software Engineering Intern   *06/2018 – 09/2018*
- Investigated issues breaking downstream services that consumed from Kafka and S3 buckets
- Designed extendable JSON processing library; created new pipeline for validating & ingesting customer data, thus improving performance & visibility of schema mismatch errors
- Worked with Google Guice, Maven, and Jackson to create robust pipeline for processing and monitoring large amounts of event data

DevOps Engineering Intern   *06/2017 – 09/2017*
- Developed web app for searching and accessing thousands of Confluence resources
- Used Flask and Atlassian REST APIs for backend; HTML, CSS, & Javascript for frontend
- Additional development on fixing/improving infrastructure tools, mainly using Python & PHP

SKILLS

- *Programming Languages*: Java, Python JavaScript, SQL, C++, HTML, CSS
- *Programming Technologies*: Guice, Grizzly, Jersey, Jetty, Node.js, React
- *Databases*: mySQL, Redis, S3, MariaDB
- *Deployment*: Kubernetes, Docker, NGINX, Puppet
- *Other Skills*: Public speaking, SCRUM, Agile Methodologies

EDUCATION

University of California, Irvine   GPA: 3.854
Computer Science B.S.   Graduated 2019

SELECTED PROJECTS

GradeTip (site | repository)
Document-sharing platform and forum for students built as small business idea. Allows users to collaborate, ask for help with schoolwork, and share study materials. Website built in Python using Flask, redis, and wsgi; deployed via NGINX.

MovieNight (repository)
Movie browsing platform that allows for searching, browsing, and buying movies (integrated with PayPal). Composed of several Java microservices, each of which is built using Jersey, Jackson, mySQL, Gradle.

FireEscape (site | repository)
Built machine learning model as part of Microsoft's Malmo Collaborative AI Challenge in which an agent uses deep q-learning and q-networks to solve complex mazes in Minecraft. Worked on a small team of engineers using the open-source Malmo project.