

Joshua Peng

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Work Experience

Traction on Demand (Salesforce Partner Company) | Software Developer Intern

May 2021 - Present (8-month term)

- Resolved business infrastructure issues of 3 different companies by devising custom Salesforce solutions based on client requests
- Developed Salesforce custom components using Apex and LWC as well as SOQL for database queries
- Addressed over 20+ Jira tickets/bugfixes and efficiently solved critical problems before client deadlines

AutoMetrics | Full-Stack Developer

Sept 2020 - Dec 2020 (4-month term)

- Created the MVP that automated inspection of industrial welding operations and improved manufacturing productivity by 10-25%
- Developed front-end pages using React, configured back-end API endpoints in Django, and utilized machine learning algorithms
- Worked with websockets and video recording apis to live stream welding sessions and later save the videos in the user's local files

Education

Simon Fraser University

BSc Computer Science

Intended Graduation: Winter 2022

Skills

Programming Languages

Python, Java, JavaScript, C/C++, C#, HTML, CSS, Apex

Web Frameworks

React, React Native, Django, Lightning Web Components

Database

PostgreSQL, NoSQL(Firebase), SOQL

Developer Tools

Unity, Git, Github/GitLab, Jira, Bitbucket, Docker, Figma

Projects

Dungeon Dasher | Java Maven

Feb 2020 - May 2020

- Delegated tasks as the project lead and co-developed an original single player adventure game for a school project
- Applied Object-Oriented Programming Principles in Java for development and wrote automated Unit/Integration tests
- Ranked #1 as the best developed game in our class to gain an additional 5% bonus to our final grade

Storm Area 52 | C# Unity

Sept 2019 - Dec 2019

- Collaborated cohesively with a group of 5 to program an original 2-player stealth/puzzle/party game
- Learned the fundamentals of C# and the Unity game engine for game functionality and collaborated through Github
- Designed original level designs, character sprites and animations, as well as a concept trailer: youtu.be/M0Y1CHg-8wA

Volunteering

SFU SURGE | Director of Technology

Sept 2020 - Present

- Completed developer related tasks for SFU Surge, a massively growing technology club at SFU
- Developed and maintained the club's website (sfusurge.com) with React and given UI designs in Figma
- Partnered up with a team of 4 to create a website in React for StormHacks (stormhacks.com), a 24-hour virtual hackathon with an attendance of 300+ participants