

Joshua Peng

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Work Experience

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

May 2021 - Present

- Consulted with three different companies to develop Salesforce solutions to improve each company's business infrastructure
- Developed Salesforce custom components using Apex and LWC as well as SOQL for database queries
- Addressed major and critical Jira tickets/bugfixes and efficiently solved them before client deadlines

AutoMetrics | Full-Stack Developer

Sept 2020 - Dec 2020

- Created the initial MVP web application that used machine learning to detect abnormalities in real-time industrial welding
- Developed front-end pages using React, configured back-end API endpoints in Django, and managed data in PostgreSQL
- 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

2017 - 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 five to program an original two-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/M0YICHg-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 the website for StormHacks (stormhacks.com), a 24-hour virtual hackathon with an attendance of 300+ participants