# Joshua Peng



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in joshuapeng1999



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# Skills

### **Programming Languages**

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

#### **Web Frameworks**

React, React Native, Django

#### **Developer Tools**

Unity, GitHub, GitLab, Jira, Bitbucket, Docker, Figma

#### **Database**

PostgreSQL, MySQL, SOQL

# Education

## Simon Fraser University

**BSc Computer Science** 

Intended Graduation: Spring 2023

# Work Experience

## Traction on Demand (Salesforce) | Software Developer Intern

## May 2021 - Dec 2021 (8-month term)

- Resolved business infrastructure issues of 4 different client companies by building custom Salesforce solutions
- Developed user-friendly SFDC Lightning components by utilizing the Lightning Web Component (LWC) front-end framework and writing robust Apex back-end controllers/triggers for handling data and SOQL queries
- Completed 30+ Jira tickets/bugfixes that were all deployed to production and used by clients on a daily basis

## AutoMetrics Manufacturing Technologies | Full-Stack Developer

#### Sept 2020 - Dec 2020 (4-month term)

- Created a web application in React and Bootstrap that automated inspection of industrial welding operations and improved the stakeholder's manufacturing productivity by 10 - 25%
- Configured back-end API endpoints in Django that called machine learning algorithms to detect welding abnormalities
- Connected WebSockets to seamlessly stream live videos and electrical data from cameras/sensors to the application

# **Projects**

# EtherSend | React JavaScript CSS Hardhat Solidity

#### May 2022

- Built a cryptocurrency transfer application where users can send Ethereum from one wallet address to another wallet address over a mock blockchain network
- Studied Web 3.0 concepts to program robust smart contracts (back-end functions) using Solidity and Hardhat
- Connected a clear and responsive front-end interface using React to encourage positive user experiences

## 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 class project
- Applied industry-standard Object-Oriented Programming principles and Unit/Integration testing automation in Java
- Ranked #1 as the best-developed game in the class to gain an additional 5% bonus to our final grade

# Volunteering

# SFU Surge | Director of Technology

## Sept 2020 - April 2022

- Completed developer tasks for SFU Surge, the largest technology club at Simon Fraser University with 100+ members
- Developed and maintained the club's website (sfusurge.com) which is visited by club members and club partners
- Worked cohesively with a team of 4 to create a website using React and TypeScript for StormHacks (stormhacks.com), SFU Surge's annual hackathon with an attendance of 300+ participants from across the world