Joshua Peng

jpa95@sfu.ca

joshpeng1999.github.io/myWebsite

github.com/joshpeng1999

linkedin.com/in/joshuapeng1999

Skills

Programming Languages

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

Web Frameworks

React, React Native, Django, LWC

Developer Tools

Unity, Git, 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 3 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
- Addressed over 40+ Jira tickets/bugfixes and efficiently solved critical problems before client deadlines

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 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 web app

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 industry standard Object-Oriented Programming principles and Unit/Integration testing automation in Java
- 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
- Utilized C# and the Unity game engine to create reusable prefabs for efficient game design and development
- Designed original levels, character sprites, and animations, as well as a concept trailer: youtu.be/M0YlCHg-8wA

Volunteering

SFU SURGE | Director of Technology

Sept 2020 - Present

- Completed developer-related tasks for SFU Surge, a massively growing technology club at Simon Fraser University
- Developed and maintained the club's entire website (**sfusurge.com**) with React and JavaScript
- Partnered up 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