

# Joshua Peng

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[joshpeng1999.github.io/myWebsite](https://joshpeng1999.github.io/myWebsite)

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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: Spring 2023

## Skills

### Programming Languages

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

### Web Frameworks

React, React Native, Django, Lightning Web Components

### Database

PostgreSQL, MySQL, 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](https://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 [sfusurge.com](https://sfusurge.com) with React, a website visited by 100+ club members
- Partnered up with a team of 4 to create a website in React for StormHacks ([stormhacks.com](https://stormhacks.com)), a virtual hackathon with an attendance of 300+ participants