Joshua Petitma

joshua.petitma@duke.edu
https://github.com/joshpetit
https://linkedin.com/in/joshua-petitma
Durham, North Carolina
757-632-9220

EXPERIENCE

Sam Entertainment AG   Zurich, Switzerland (remote)
Part-time Software Engineer (Mobile)   *January 2023 - Present*
- Lead developer responsible for implementing core features for the Sam app with over 500,000 downloads.
- Improved app startup speed by 50% by rearchitecting authentication and caching data from previous launches.
- Improved upload consistency and speed by fifteen times through HTTP multipart requests and taking time to refactor uploading UI & logic to be easier to follow.

Amazon   San Francisco, California
Software Engineering Intern (iOS)   *May 2023 - July 2023*
- Used SwiftUI and UIKit to create and integrate screens into the Amazon Music app for iOS.
- Collaborated with senior developers to help migrate legacy callback code to the async/await.

Amazon   San Francisco, California
Software Engineering Intern (Web)   *May 2022 - July 2022*
- Created a tool to allow non-technical stakeholders to interface with Amazon Music's automation system.
- Developed tool as a web app with ReactJS and TypeScript and integrated into Amazon's pipelines.

Life.Church YouVersion   Edmond, Oklahoma
Software Engineering Intern (Web)   *May 2021 - August 2021*
- Created a real-time web feature allowing hundreds of thousands of users to like messages during livestreams.
- Used React, Typescript, CSS animations, and PubNub APIs to show real-time reactions.
- Gained important leadership and personal development skills through weekly development meetings.

Private Consulting Company   Virginia Beach, Virginia (remote)
Lead Fullstack Engineer   *June 2021 - December 2022*
- Led a four-person team to develop an app for a Virginia consulting company.
- Implemented client app in Flutter and used Firebase for the backend.
- Created GitHub CI/CD for automatic backend deployment as well as code quality and test validation.

PROJECTS

Bible Ram, Flutter App   https://bibleram.app
- Developed an opensource multiplatform app with Flutter to help memorize Bible passages.
- Used NOSQL database for serializing app data and SQLite for storing translations.

Widgetbook   https://widgetbook.io
- Collaborated with core maintainers to develop the "knobs" feature for open-source Flutter Storybook.js clone.

Send, Full Stack Web App   https://send.petit.dev
- Designed and created a responsive website to store and retrieve links identified by short text.
- Implemented frontend with TypeScript, Next.js, and TailwindCSS while using Firebase Firestore for storage.
- Created Next.js API to allow users to retrieve information via a REST API.

EDUCATION

Duke University   GPA: 3.65
Bachelor of Science in Computer Science   *August 2020 - May 2024*
- **Coursework** - Advanced Software Design/Implementation, Data Structures and Algorithms
- **Clubs** - Started and led an Adventist Christian Fellowship at Duke.
- **Notable Achievements** - Recipient of the Gates Scholarship and Hadden Scholarship

LANGUAGES AND TECHNOLOGIES

- **Programming Languages** - TypeScript, JavaScript, Python, Java, Dart, HTML
- **Technologies** - Flutter, Next.js, React, Tailwind CSS, Selenium, Firebase, Linux, REST APIs