

Joshua Petitma

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Duke University

Bachelor of Science in Computer Science

August 2020 - May 2024

- **Coursework** - Advanced Software Design/Implementation, Data Structures and Algorithms
- **Clubs** - Started and leads a Christian Fellowship at Duke.
- **Notable Achievements** - Gates Scholar, Meredith Mallory George Scholar, Youth-Foundation scholar

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 asynchronous code

Amazon

San Francisco, California

Software Engineering Intern (Web)

May 2022 - July 2022

- Created an internal tool with ReactJS and TypeScript to allow non-technical stakeholders to interface with an Amazon Music automation system

Sam Entertainment AG

Zurich, Switzerland (remote)

Part-time Software Engineer (Mobile)

January 2023 - Present

- Lead Flutter developer for the Sam Entertainment mobile app
- Improved app startup speed by 50% and made it offline capable through caching
- Developed event itinerary feature for large Zurich company conference

Life.Church YouVersion

Edmond, Oklahoma

Software Engineering Intern (Web)

May 2021 - August 2021

- Created the ability to like chat messages within a livestreaming service used by thousands of churches.
- Used React, Typescript, CSS animations, and PubNub APIs to implement real time reactions.
- Gained important leadership and personal development skills through weekly development meetings.

Virginia Consulting Company

Virginia Beach, Virginia (remote)

Lead 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.

Widgetbook

Germany (remote)

Core Contributor

January 2022 - April 2022

- Developed the “knobs” feature for the flutter web app which mirrored the knobs feature from Storybook.js.

Bible Ram, Flutter App

<https://bibleram.app>

- Developed an opensource iOS and Android app with Flutter to help memorize the Bible in a quizlet fashion
- Managed state with the bloc library, used Isardb for serializing app data, and SQLite for storing translations

Send, Full Stack Web App

<https://send.petit.dev>

- Created responsive website to store and retrieve links identified by short text.
- Implemented frontend with TypeScript, Next.js, TailwindCSS, and deployed to Vercel. Used Firebase Cloud Firestore for data storage.
- Created Next.js API to allow users to easily retrieve information from the command line with cURL.

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- **Languages** - Dart, TypeScript, Python, Java
 - **Software** - Flutter, React, Firebase, Next.js, Tailwind CSS