Joshua Petitma

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EXPERIENCE

Sam Entertainment AG — Zurich, Switzerland (remote)
Part-time Software Engineer (Flutter) — *January 2023 - Present*
- Lead mobile developer for the Sam Entertainment app
- Improved app startup speed by 50% by caching data from previous launches
- Developed event itinerary feature for a large Zurich company conference

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 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 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

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
- Created a 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.

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

- **Languages** - Dart, TypeScript, JavaScript, Python, Java
- **Technologies** - Flutter, Next.js, React, Tailwind CSS, Firebase, Linux
- **Soft Skills** - Communication, Team Builder, Leadership, Intentionality