

josh@tamu.edu  
Cell: (210) 863-2236  
Joshua-Wright.github.io

# Josh Wright

750 Arch Stone  
San Antonio, TX 78258  
Home: (210) 383-8615

## Education:

- **Texas A&M University**, College Station, TX May 2018  
**Computer Engineering**, Bachelor of Science; Minor in Math  
Major GPA: 4.0/4.0, Overall: 3.817/4.0  
Tuition: 20% scholarships, 42% work

## Technical Skills:

- |                  |                               |             |                      |                    |
|------------------|-------------------------------|-------------|----------------------|--------------------|
| • Programming:   | C++<br>LaTeX                  | Java<br>Git | Python<br>JavaScript | MATLAB<br>HTML/CSS |
| • Linux, Windows | • Computer hardware servicing |             |                      |                    |

## Work Experience:

- **MathWorks** | Natick, MA May 2017 - August 2017  
*Software Engineering Intern*  
Developed tools to reduce technical debt in codebase and programmatically refactor code
- **Cisco Systems** | Richardson, TX May - August 2016  
*Software Engineering Intern*  
Worked on back-end systems in Java  
Implemented new functionality and extending existing codebases
- **Texas A&M Help Desk Central** | College Station, TX 2015 - Present  
*Student Worker - Technical Lead*  
Leadership role in personal computer repair and support  
Customer service with computer and A&M system related issues
- **Computer Nerdz of San Antonio, L.P.** | San Antonio, TX 2014 - 2015  
*Field Technician*  
House calls regarding computer-related issues such as malware removal or software setup

## Projects:

- Proof of concept demonstrating an algorithm to discretely encode data in the least significant color bits of a PNG image. [github.com/Joshua-Wright/image\\_steganography](https://github.com/Joshua-Wright/image_steganography)
- Tic-tac-toe ideal move map  
Minimax algorithm to generate a map of ideal moves in response to every possible opponent move, and render them as a map for intuitive traversal
- CSCE 121: (Team of 4) Fall 2015  
Designed and programmed a clone of Minesweeper in C++ using the FLTK graphics library.  
Included custom level size and mine concentration, and robust debugging (cheating) options
- ENGR 112: (Team of 16) Spring 2015  
Built a machine to read an input barcode and dispense the correct pellets autonomously
- ENGR 111: (Team of 4) Fall 2014  
Built an autonomous robot to navigate a field with obstacles and perform tasks

## Scholarships, Honors, and Awards:

- |  |                |
|--|----------------|
| • TAMU Computer Science and Engineering Honors           | 2015 - Present |
| • Tau Beta Pi Engineering Honors Society                 | 2017           |
| • National Society of Collegiate Scholars                | 2015 - Present |
| • Elkin Scholarship in Computer Science and Engineering  | 2015 - Present |
| • Dwight Look College of Engineering Student Scholarship | 2015 - Present |
| • Boy Scouts of America Eagle Scout Award                | 2012           |

## Organizations:

- Aggie Coding Club
- MSC Aggie Cinema