

# JOSHUA GRANT

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## PROFICIENCIES

### Languages:

C#, Java, JavaScript, PHP, CSS,  
MySQL

### Environments & Frameworks:

Web, Unity3D, Node.js, WordPress,  
React

### Tools:

Visual Studio, IntelliJ IDEA, Atom,  
Adobe Illustrator, Git

## EDUCATION

### BCS in Computer Science

University of British Columbia, 2020  
(in progress; current GPA 3.6)

### Diploma in Professional Writing

Douglas College, 2014

### BA in English

Simon Fraser University, 2011

### Youth Volunteer

Katimavik, 2007

## TECHNICAL WORK EXPERIENCE

### Agile Developer Co-op

at SAP Labs Vancouver

Sept 2018–May 2019

- Developed frontend (JavaScript) and backend (Node.js) code for analytics software.
- Enhanced a Java RESTful API microservice for user and permission management.
- Wrote, planned and ran automatic and manual tests; logged and triaged bugs found.
- Ran daily stand-up meetings and kept my team on track in my role as scrum master.

### Game Designer and Software Developer

at Coder Commonwealth

Feb 2018–Sept 2018

- Designed and developed original simulation games and custom visual analytics software in Unity and C#.
- Implemented processes to improve development process, including git workflows, dependency injection and unit testing.

### WordPress Developer and Copywriter

at Kyosei Creative

May 2014–Sept 2017

- Developed customized PHP/WordPress solutions for eCommerce, eLearning and business automation for small business, professional and governmental clients.

### Freelance Web Developer and Copyeditor

Various

May 2013–Jan 2018

- Provided editing and web services for documents on subjects including mining, paramedic training, business and technology.

## TECHNICAL PROJECTS

### GRDN (course)

May 2019–Aug 2019

A web app built with React, Meteor and MongoDB that integrates a scientific plant data API and a weather API to help users manage their plants and gardens.

### Tofu3D (open source, technical lead)

Dec 2018–Present

A Unity3D framework I created to facilitate object-oriented code and unit testing.

### SAP IxP Intern Hackathon (organizer)

Oct 2018–Nov 2018

### UbHub (open source, volunteer)

Oct 2017–Sept 2018

A Node.js-powered dashboard and community hub for urban biodiversity initiatives, built by a global team for which I:

- Lead the implementation of a Stack Overflow-style forum and filter/search for map data
- Helped design and deploy a relational database for location information, users, forum posts and indicator data

### Oceans of Jupiter (game jam)

Jan 2018

A short aquatic adventure made in Unity for Global Game Jam 2018.

### Lanterns at Guantánamo (contract)

Nov 2017–Jan 2018

A website to showcase media & ephemera from poet Jordan Scott's mission to Guantánamo Bay.

### Vancouver Welcome Map (volunteer, technical lead)

Nov 2015 – Jan 2016

A WordPress-powered map and information centre that uses the Google Maps API to display, filter and search hundreds of data points aimed at helping new Syrian refugees in the Vancouver area.