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JOSHUA GRANT

I am a strong communicator with a diverse toolbox of technical and creative problem-solving skills. I believe that well-made software can change lives, and I want to contribute to an interesting, creative project with a team of likeminded individuals.

TECHNICAL PROFICIENCIES

Languages: C#, Java, JavaScript, Python, PHP, CSS
Environments: Web, Unity3D, Node.js, WordPress, React, MySql, NoSql
Tools: Visual Studio, IntelliJ IDEA, SASS/SCSS, Adobe Illustrator

TECHNICAL WORK EXPERIENCE

Computer Science Teaching Assistant at UBC   May 2020 – Aug 2020
- Helped students learn and develop projects with React, MongoDb and Node.js

Agile Developer Co-op at SAP Labs Vancouver   Sept 2018 – May 2019
- Developed frontend (JavaScript) and backend (Node.js) code for SAP's Analytics Cloud software
- Enhanced a Java RESTful API microservice for user information and file permission management
- Wrote, planned and ran automatic and manual tests, ultimately identifying and logging over 40 bugs
- Ran daily stand-up meetings, tracked work 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 dependency injection and unit testing

Web Developer and Copywriter at Kyosei Creative   May 2014 – Sept 2017
- Developed customized PHP/WordPress solutions for eCommerce, eLearning and business automation
- Built websites for small business, professional and pseudo-governmental clients

Freelance Web Developer and Editor   May 2013 – Present
- Provided services for documents & websites on subjects including mining, paramedic training, business and technology

EDUCATION

BCS in Computer Science at UBC (in progress)   Sept 2017 – Jun 2020
Diploma in Professional Writing at Douglas College   Sept 2012 – Jun 2014
Bachelor of Arts in English at SFU   Sept 2009 – Jun 2011
Completed **Katimavik**, a 9-month cross-Canada volunteer/leadership program   Nov 2006 – Aug 2007

TECHNICAL PROJECTS & EXTRACURRICULARS

Virtual Anatomy Lab (development team) made for the UBC Faculty of Medicine in Unity3D   Dec 2018 – Aug 2020
- Provided solutions for streaming and inspecting high-quality scans of real human anatomical specimens

Tofu3D (personal) an experimental Unity3D framework for object-oriented code and unit testing.   Dec 2018 – Present
SAP IxP Intern Hackathon (organizer)   Nov 2018
UbHub (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 filtering/searching for map data
- Helped design and deploy a relation database for location information, users, forum posts and indicator data

Oceans of Jupiter, a short aquatic adventure made for Global Game Jam 2018.   Jan 2018
Lanterns at Guantánamo (contract)   Nov 2017 – Jan 2018
- A website to showcase media and ephemera from poet Jordan Scott's expedition to Guantánamo Bay.

Vancouver Welcome Map (volunteer)   Nov 2015 – Jan 2016
- A WordPress-powered map and information centre that uses the Google Maps API to display hundreds of data points aimed at helping new Syrian refugees in the Vancouver area, for which I provided technical and data design expertise.