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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 structurally sound, well-made software improves lives, and I want to contribute to a project with a team of likeminded individuals.

TECHNICAL PROFICIENCIES

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

RELEVANT 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
- Experimented with and improved on remote course delivery due to COVID-19 closures
- Developed a Slack bot for course admin tasks

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 significant bugs
- Ran daily stand-up meetings, tracked tasks 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

Freelance Web Developer and Editor   May 2013 – Present
- Provided editing and web services for a range of clients in arts, education, business and technology

EDUCATION

Bachelor of Computer Science at University of British Columbia   Sept 2017 – Jun 2020
Diploma in Professional Writing at Douglas College   Sept 2012 – Jun 2014
Bachelor of Arts in English at Simon Fraser University   Sept 2009 – Jun 2011
Completed **Katimavik**, a 9-month cross-Canada volunteer/leadership program   Nov 2006 – Aug 2007

SELECTED TECHNICAL PROJECTS

Virtual Anatomy Lab, a virtual learning space realized in Unity for UBC Faculty of Medicine   Dec 2018 – Aug 2020
- Provided solutions for streaming and inspecting high-quality scans of real human anatomical specimens
- Designed and developed an extensible API for adding and annotating specimens
- Implemented a dynamic, full-featured UI accessible at various screen resolutions

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), a Node.js powered dashboard and community hub for biodiversity initiatives.   Oct 2017 – Sept 2018
- Lead the implementation of a Stack Overflow-style forum and filtering/searching for map data and designed database structures.

Oceans of Jupiter, a short aquatic adventure made for Global Game Jam 2018.   Jan 2018
Lanterns at Guantánamo (contract), a   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
- An online map and resource hub for new Syrian refugees in the Vancouver area, for which I provided technical, design expertise.