JOSH JACOBY

SOFTWARE ENGINEER — WOODLAND HILLS, CA

(818) 522-6182 — joshuadjacoby@gmail.com — linkedin.com/in/joshuadjacoby — joshuadjacoby.com

---

SKILLS

LANGUAGES: Java, JavaScript, HTML, CSS, C/C++, Python, PHP, MySQL

TOOLS: React, Visual Studio, Git, JIRA, Bootstrap, jQuery, Unity

---

EXPERIENCE

DEVELOPMENT INTERN: PayClub (Encino, CA), July 2017 – September 2017

- Developed a mobile application for a fin-tech startup using React
- Responsible for implementing designs into screens for the app, focusing intently on User Experience using fundamentals of Interaction Design
- Collaborated with other team members to create new and innovative ideas to enhance the existing product

INSTRUCTOR: iD Tech Camps (Irvine, CA), June 2016 - August 2016

- Worked with eight students per class, teaching topics within STEM fields
- Taught Mobile Game Design for iPhone and Android, using my own experience with course curriculum to teach the importance of quality game design
- By the end of each week-long session, students were able to use the skills they learned to create their own project

---

PROJECTS

WEB APP: Twitch Streamer List, May 2018

- Developed a web app to track a list of streamers on Twitch
- Used HTML, CSS and JavaScript, supplemented by Bootstrap and jQuery
- Takes in a list of streamers and connects to the Twitch API to see if they are currently streaming, and if they are, it displays info about the stream

WEB APP: Wikipedia Viewer, May 2018

- Developed a web app to integrate with the Wikipedia API
- Used HTML, CSS and JavaScript, supplemented by Bootstrap and jQuery
- Users can either go to a random article, or search which will access the Wikipedia API and return a list of results leading to various articles

AI/MACHINE LEARNING: *WALT*, September 2017 – March 2018

- Six-month project working with a sponsor to design, build and test an iOS app with a chat style interface that asks questions and poses job interview like scenarios for users to practice their soft skills
- App collected data and fed into a Python decision tree algorithm in order to guide users to the correct way of answering questions
- Worked on the Front-End and design team, building the interface, storyboarding, creating scenarios and writing personas,

MOBILE GAME: *Look Out!*, August 2016

- Using Unity2D/C#, designed and programmed everything individually with the help of free-to-use sound and art from online
- Tested game with friends and family to determine what required troubleshooting and debugging
- Received over 4000 downloads with an average of 5 stars on iOS and 4.9 on Android

---

EDUCATION

B.S. SOFTWARE ENGINEERING: University of California, Irvine, March 2018