# JOSHUA ROSEN
## Software Engineer

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## EMPLOYMENT

**GOOGLE INC.**                                                                                          **Kirkland, WA**

**Software Engineer**                                                                           **Aug. 2019 - Present**

- Contributing features and bug fixes to the Google Meet/Duo Android apps in Java/Kotlin.
- Primary responsibilities are writing new feature designs, implementing new features, and rolling out experiments (fixing bugs and monitoring metrics during launch).
- Hosted multiple interns and mentored new team members. Also provided Kotlin code reviews and best practices mentorship to other teams across Google.

**London, UK**

**Software Engineering Intern**                                                               **May. - Aug. 2018**

- Contributed to the Android Google Search app.
- Built an extension to a compile-time thread checker in Java to help developers catch concurrency bugs.

**Mountain View, CA**

**Software Engineering Intern**                                                               **May. - Aug. 2017**

- Contributed to the Google Play Store Android app.
- Added a gift card OCR feature in Java that allows users to take a photo of their gift card code to redeem the code automatically.

**Irvine, CA**

**Engineering Practicum Intern**                                                             **May. - Aug. 2016**

- Contributed to an internal platform used by Google teams to send personalized email to users.
- Created a reporting page in Typescript with Angular that shows visualizations of aggregate message statistics such as emails opened and links clicked.

## GAME DEV PORTFOLIO - [JOSHUAROSEN.DEV](joshuarosen.dev)

[**Wormsign**](joshuarosen.dev) (**Solo project**)

- A short musical experience built in Unity and designed to run in the browser.

[**Abbot's Gambol**](joshuarosen.dev) (**Solo project**)

- A competitive card game built in Unity, playable against an AI opponent or against another player over the network.
- Selected for exhibition at Seattle Indies Expo 2023.

## EDUCATION

**UNIVERSITY OF UTAH**                                                                         **Salt Lake City, UT**

*B.S. (3.9 GPA), Major in Computer Science; Emphasis in Entertainment Arts & Engineering*          **2015-2019**

## SKILLS

- Kotlin, Java, Dagger, Android Development • C#, Unity