Joshua Rosen
Software Engineer
joshuarosen117@gmail.com | joshuarosen.dev

Google Inc | Kirkland, WA
Software Engineer   August 2019 − Present
- Contributing features and bug fixes to the Google Meet Android app with Java/Kotlin.
- Primary responsibilities are writing new feature designs, implementing new features, and rolling out experiments (addressing bug-fixes and monitoring metrics during the launch process).
- Hosted multiple interns and provided mentorship to new team members.

Game Dev Portfolio - joshuarosen.dev
- *Wormsign* is a short musical experience built in Unity and designed to run in the browser.
    - Solo project with all design, programming, art, sound, and music done by me.
- *Abbot's Gambol* is a competitive card game built in Unity, playable against an AI opponent or against another player over the network.
    - Solo project.
    - Selected for exhibition at Seattle Indies Expo 2023.

Google Inc | London, UK
Software Engineering Intern   Summer 2018
- Contributed to the Android Google Search app.
- Built an extension to an existing compile-time thread checker in Java to help catch concurrency bugs.

Google Inc | Mountain View, CA
Software Engineering Intern   Summer 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.

University of Utah, Salt Lake City, UT - *BS (3.9 GPA), Computer Science*   2019

Skills: Kotlin, Java, Android Development, Unity, C#