

# Joshua “Bear” Zietz

Software Engineer

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## SKILLS AND KNOWLEDGE

Languages and Frameworks	PHP, Symfony, Doctrine, Python, Java, Go, C/C++, React, JavaScript, SQL, HTML, CSS
Environment Tools	Git/GitHub, Docker, GoLand, PHPStorm, IntelliJ, PyCharm, Linux, MacOS
Development Practices	Agile, Scrum, ScrumMaster, Domain-driven design, Clean Code, PSR-2 Coding Style, OOP Practices
Testing/Continuous Integration	Test-driven Development, Continuous Integration, JUnit, PHPUnit, Pytest, AWS CodeDeploy, Travis

## EDUCATION

Bachelor of Science, *Computer Science* | Colorado State University | 2020

## PROFESSIONAL EXPERIENCE

### Junior Software Engineer

Digital Media Solutions | San Diego, CA | October 2020 - Present

- Use **PHP** and **Go** to integrate internal system with third party APIs and CRMs
- Use **PHP**, **Symfony**, and **Doctrine (ORM)** to design, develop, and test **CRUD API** for a system that was previously managed in the database
- Leverage domain-driven design principals to build object-oriented software solutions
- Review, deploy and monitor code changes using **GitHub**, **Travis** and **AWS CodeDeploy**
- Use **JavaScript**, **Angular**, and **Symfony** to provide new features and bug-fixes for internal platform

### Software/Salesforce Developer

Olas Altas Inc. | Westminster, CO | April 2020 - October 2020

- Used **Apex**, **Visualforce** and **JavaScript** to develop lightning web components
- Built reports and forms as a **Salesforce** admin

### IT Intern

UE.co | San Diego, CA | May 2018 - August 2019 (Seasonal)

- Debugged/troubleshoot computer software/hardware
- Configuration upkeep of system images
- Managed all on-boarding/off-boarding processes

## PROJECT HIGHLIGHTS

### Plunder Chess Web Application

Developer and Scrum Master for a full stack web application where users can login/register an account, send/receive game invitations and play full games of plunder chess (a more complex version of chess).

- Designed, developed, and tested backend **API** using **Java**, **JUnit**, and **SQL**
- Built frontend with **React**, **JavaScript**, **HTML**, and **CSS**
- Utilized **OOP** principals to maintain code readability, reusability, and maintainability

### Personalized vs General Feedback Study

Partnered with CSU professor to design and implement a system that tracks clicks to resources and determines if students are more likely to interact with emails tailored to their exam performance.

- Designed system with **Kotlin** and **Firestore**
- Wrote **Kotlin** scripts to automatically pull and analyze data

### Optimal Trip Itinerary Web Application

Utilized **GitHub** and **Scrum** to develop a full stack web application in collaboration with four other team members.

- Used nearest neighbor algorithm and multi-threading to optimize trip distance and computation time
- Created a frontend with **React** and **Material UI**, and a **RESTful API** through a backend written in **Java** and **SQL**

### Voice Activated Raspberry Pi IoT Device

Built a smart thermometer with audible input/output with two other team members.

- Used **Python** to interpret speech and differentiate between temperature/humidity both indoor/outdoor
- Dynamically calculated outdoor weather using public IP address and free weather API
- Utilized Google text-to-speech and speech-to-text API