JOSHUA DICKINSON
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EDUCATION

Bachelor of Science, Computer Science   *Expected May 2025*
College of Science & Engineering, **University of Minnesota** - Twin Cities
GPA: **3.96 / 4.00**
Coursework includes: Data Structures, Algorithms, Machine Organization, User Experience

SKILLS

Python, Java, C, JavaScript, React.js, GraphQL, Git, OCaml, x84-64 Assembly, HTML/CSS

WORK EXPERIENCE

Lead Expo, Steele & Hops Kitchen/Bar   *Summer 2021-Present*
- Promoted to Lead Expo after exhibiting proficiency in **leadership** and **communication**
- Orchestrating kitchen team in a high stress environment while rectifying conflicts
- Employing a detail-oriented focus to ensure a quality product for over 300 guests per night

PROJECTS

Hall Plotter, UMN Social Coding   *Spring 2023*
- Implemented class schedule campus mapping for GopherGradesV2 **Chrome extension**
- Created with a teammate by utilizing the Schedule Builder API and **JavaScript**
- **Data visualization** of class information eases registration process for **thousands** of students

Gibberisher, CSCI1913   *Fall 2022*
- Built a trie-based word model with **Java** to generate pronounceable gibberish
- Trained with over sixty-thousand English words

SodiumTrack, Independent Work   *Fall 2021*
- Developed an application with **Python** and **SQLite** for tracking nutritional value of foods
- Implemented functionality of user accounts, consumption history, and **recommendations** based on nutritional criteria

ACTIVITIES

Member, University Honors Program   *Fall 2022-Present*
Member, Social Coding Club   *Fall 2022-Present*
Member, Jazz Combo   *Spring 2023*