

JOSHUA DICKINSON

dicki209@umn.edu | joshuu.dev | linkedin.com/in/joshuu

EDUCATION

Bachelor of Science, Computer Science

Expected May 2026

College of Science & Engineering, **University of Minnesota** - Twin Cities

GPA: 3.94 / 4.00, University Honors Program

Coursework includes: ML, Data Structures & Algorithms, Real-Time Systems, UX, Databases

SKILLS

AWS, Python, JavaScript, React.js, OCaml, Java, C, C++, Go, x84-64 Assembly, SQL, Git, Figma

WORK EXPERIENCE

Software Engineer Intern

Summer 2024-Present

SPS Commerce | Minneapolis, MN

(Extended to Winter 2024)

- Enhanced a React.js and Python full-stack application by adding new features, including AWS S3 integration, redesigning backend API, and refactoring code
- Developed and deployed company-wide a Slack chatbot using AWS tools like CloudFormation, API Gateway, Lambda, & State Machine
- Automated repetitive manual tasks to scheduled AWS Lambda functions
- Participated regularly in Agile workflows and presented project updates to diverse audiences

PROJECTS

honey, Independent Work

Summer 2024

- Developed VST3 plug-in for sound processing in C++ and JUCE framework
- Employed reverb & bitcrusher digital signal processing algorithms
- Iterated from Figma designs to vivid and usable UI build with React.js

Sketch with Friends, Wala Games

Summer 2024

- Developed a multiplayer drawing game using Go for real-time handling and React.js for front-end
- Designed scalable patterns for efficient real-time communication and player synchronization
- Utilized WebSockets to support smooth, low-latency interaction for users in a multiplayer environment

TransitPal, HACKUIOWA '23

Fall 2023

- Created web app built with Next.js and Firebase to motivate use of public transportation
- Displayed environmental impact, financial savings from inputted user transit usage

ACTIVITIES

Member, Design U

Fall 2023-Spring 2024

Member, Kernel Object

Fall 2023-Present