

Joshua Villacorta

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Education

The University of Georgia

Bachelor of Science, Computer Science

May 2020

Athens, GA

Skills

Languages: JavaScript (ES6+), Java, Python

Technologies: React, Redux, HTML5, CSS3/Sass, Bootstrap, Node, Express, Firebase, MySQL, Postgres, Git

Work Experience

InterContinental Hotels Group

IT Asset Management Intern

May 2019 – Aug 2019

Atlanta, GA

- Collected and analyzed hundreds of corporate technological assets on the ServiceNow database
- Maintained and improved data integrity across all databases by querying for each employee and aggregated all necessary changes for review by management
- Implemented more efficient methods of collecting and organizing asset data using Microsoft Excel, which reduced over 90% of errors within the database, including duplicates and false data

Projects

Face Recognition App | [GitHub](#)

- Developed a React web application that detects faces inside submitted images using data fetched from the Clarifai API's Face Detection Model and draws a box surrounding the face
- Implemented a RESTful API back-end with Node and Express and a PostgreSQL database that safely stores and keeps track of user login information
- Employed security measures by encrypting user passwords with bcrypt and moving API key to the server

Spotify Lyric Player | [GitHub](#)

- Initially built a basic Spotify music player using React that allowed users to log in to their account and play songs from the library
- Added ability to display lyrics on the player later on after discovering an API that searches Google for song lyrics, resulting in accurate lyrics for most songs in Spotify's library
- Connected the client side to a back-end, coded in Node and Express, which connects to Spotify's web API, allowing for real-time search results and user authentication

Minesweeper | [GitHub](#)

- Designed a Minesweeper clone in Java where users can play using command line prompts
- Displayed to users the number of mines around a certain coordinate whenever a coordinate is revealed
- Built prototype with a text file containing the game's graph then later added a generator that randomly populates the mines throughout the interface without the need for a manually-written text file

3D Shape Plot | [GitHub](#)

- Created a 3D shape plotting program in Python using perspective projection equations learned from Computer Graphics class
- Integrated pygame module for plotting 3D shapes and transformations onto a viewport