Joshwin Greene

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A design-minded mobile/web app developer that has explored the realms of software engineering and user experience design, but has ultimately decided to stick with software engineering for his career.

#Skills

Front-End	Back End	Source Control	Frameworks	UI/UX
JavaScript ES6	REST	Git	React Native / Flutter	User Stories
CSS	Python	SCRUM / Agile	React / Redux / Dart	Wireframing
HTML	Firebase / Firestore	Jira / Github / Bitbucket	Flask	Prototyping

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#Experience

Project Iota / Indie App Developer

May 2020 - Present : Fresno, CA

↳ Revised the design of Korey and rebranded it

↳ Developing the mobile and web versions from scratch. The web version uses React whereas the mobile version uses Flutter. The backend uses Firebase / Firestore and Flask. Both versions will be ready for an early beta in about 2 months.

Team Korey (59DaysofCode Hackathon) / Project Lead, Software Developer, Product Designer

June 2018 – August 2018 : Fresno, CA

↳ Designed and co-developed a React Native app that allows you to save online articles and other digital content for later and consume them right within the app

↳ Main speaker for both the pitch to the judges and the main stage pitch (audience of at least 100 people). We came in second place.

↳ Demonstrated our app to event attendees that came by our booth

Contract Labor Startup / UI/UX Designer and Developer

March 2018 – July 2018 : Fresno, CA

↳ Spearheaded the design and development of the React Native frontend. This included a worker and business perspective. For each perspective, I developed the dashboard and a couple of screen-based flows (including networking and associated functionality).

↳ Worker Perspective: View My Shifts, Find a Shift, and Maps and Venues

↳ Business Perspective: Recruit Workers and Shift Schedule

ScholarDev Apps / Co-Founder, Developer, Designer, and General Project Manager

August 2012 – September 2016 : Fresno, CA

↳ Spearheaded the design and co-developed ScholarDev App's debuting app (Fresno Transit Free) for iOS and Android

↳ Launched Fresno Transit Free in April 2014; By 2016, it had garnered more than 15,000 downloads on Google Play with a 4/5 star rating as of 2016

#Education

University of California, Irvine / Software Engineering

September 2013 – September 2016 : Irvine, CA

Flatiron School / UX/UI Design Immersive

July 2019 – January 2020 : Seattle, WA