Joshua Pinsent

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Skills

- Experience working with agile project teams in a fast paced dynamic environment
- Proficient in programming languages such as C, Java, C++, HTML, CSS, JavaScript, and SQL
- Experience in working with tools such as Unity, Unreal Engine 4, Adobe Flash, Drupal, Node.js, Git, MicroStrategy, Netezza, Microsoft Office, Adobe Creative Suite, JIRA, and SharePoint
- Highly familiar with Web Content Accessibility Guidelines 2.0
- Experienced with Windows and Linux operating systems
- Knowledge of defect tracking systems (JIRA) and incident reporting mechanisms (ServiceFirst, IBM Maximo) to log, quantify, and track the progress of incidents, issues, and change requests
- Quick learner who is highly adaptable and open to learning new skills, languages, and concepts

Education

Bachelor of Computing, Computer Science (Honours)   *Sept. 2013 – Present*
University of Guelph – Guelph, ON

Ontario Secondary School Diploma   *Sept. 2007 – June 2011*
Meadowvale Secondary School – Mississauga, ON

Employment

Android Game Development Intern
ADknown, Head Office – Guelph, ON   *May 2017 – Present*
- Designed, developed and published Android games from start to finish with Unity
- Fixed bugs on existing games and added new features
- Tested, debugged, and improved mobile application performance

Junior Developer & Analyst
The Co-operators, Head Office – Guelph, ON   *May 2016 – Sept. 2016*
- Worked on a large team in an agile environment with bi-weekly sprints to deliver commitments
- Worked with MicroStrategy and Netezza enterprise software
- Generated reports and graphs showcasing query performance trends in real time
- Analyzed and restructured SQL queries to optimize performance
- Compiled extensive documentation on enterprise software

- Created, reviewed, and resolved ServiceFirst incidents and JIRA tasks by analyzing queries or by reassigning to proper resource level
- Participated in process improvement meetings giving specific inputs to improve performance
- Worked in application support and provided team with insights towards existing issues on Netezza
- Participated in daily scrum meetings and at times volunteered to run the scrum meetings

Web Developer

University of Guelph, CCS Business Solutions – Guelph, ON   *May 2015 – Apr. 2016*
- Worked with Drupal platform to set up and maintain accessible websites
- Worked on a self-directed team to meet requirements
- Gained working knowledge of web technologies: HTML, CSS, GUI standards, accessibility
- Utilized Node.js, Selenium and Nightwatch to create automated unit tests
- Attended seminars for computer and internet security
- Audited & remediated web content to conform to WCAG 2.0 and meet AODA legislative standards
- Developed and documented processes to optimize work efficiency

Experience

Information Technology Student Advisory Committee

University of Guelph   *Sept. 2015 – Mar. 2016*
- Participated in a committee run by the University of Guelph's IT department
- Communicated directly with website operators and IT staff to advise them on their websites

3D Maps Photo Designer

Google   *Oct. 2011 – Nov. 2012*
- Co-assisted a University of Guelph student in converting 2D pictures to 3D images for Google Maps
- Worked with Photoshop to produce refined images to be used for three-dimensional mapping

Beta Tester

Prototype N – Independent Video Game Developer   *Jan. 2007 – Present*
- Worked with an independent video game developer to beta test a video game
- Acquired skills to thoroughly test and debug software

References available upon request.