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.