

Joey N. Poblete Jr.

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PROJECTS

DevU-API Project: University at Buffalo

May 2021-Present

- Built the project using the TypeORM library to manage the database and database calls, Express to handle the HTTP request and responses, and TypeScript as the language of the API
- Contributed to an open source project designed to grade university students' coding homework submissions against numerous tests generated by instructors, collaborated with multiple computer science instructors and other industry consultants to re-create the auto-grading API for the University at Buffalo but can also be used/edited by multiple institutions
- Helped program the API to function as the mediator between the Docker containers which accomplishes the auto- grading and the numerous clients that submit assignments
- Collaborated with a team to develop the API's controller, middleware, migration, model, router and services
- Assisted in creating the API's assignments, courses, submissions, assignment-section, and course sections schemas
- Used Node to run Javascript outside of the browser and Docker as the database controller
- Utilized PostgreSQL to create database queries, tested thoroughly through Postman by creating JSON requests and populating them with specific headers and body data

L4DAutoConfig

July 2022-Present

- Designed and developed a video-game modification add-on which changes the in game UI to look more detailed and refined, as well as change the in game font and main menu design, made for the members of a video game group by using Notepad++ to create Valve Resource Files
- Improved the user experience by facilitating easier access to server commands to provide the most optimal settings for users playing on a low end CPU or GPU

UnderworldDiscordBot

July 2022

- Created a Discord bot to help the Left 4 Dead Underworld Co-op steam group have real time access to all server information
- Implemented a custom Python script that automates custom JS files that links to a specific Roshal Archive Compressed or Valve Pak file used to download custom maps, located in Google Drive
- Developed custom commands to get Underworld server information in real time, such as slot count, IP address, server commands, etc.

TECHNICAL SKILLS

Programming Languages: Python, JavaScript, Scala, TypeScript, MATLAB

Familiar: SocketIO, Flask, Flask-SocketIO, MongoDB, Pymongo, PostgreSQL, Postman, GitHub

Computer skills: Microsoft Excel, Microsoft Word, Microsoft PowerPoint, AutoCAD, Autodesk Inventor

EDUCATION

University at Buffalo, State University of New York,

Bachelor of Science, School of Engineering and Applied Sciences

Graduating May 2023