

Joshua Byrd

(407) 267-2895 ◇ jsbyrd02@gmail.com ◇ github.com/jsbyrd ◇ joshua-byrd.com

EDUCATION

University of Central Florida

Dec 2024

Bachelor of Science in Computer Science

GPA: 3.61

SKILLS

Languages

C#, TypeScript, SQL, JavaScript, HTML, CSS, Python

Frameworks & Tools

.NET, ASP.NET Core Web API, React, WPF, Entity Framework Core, LINQ, SQL Server, PostgreSQL, Jenkins, Jest, Git, Docker, Azure, AWS

WORK EXPERIENCE

Acuity Brands, Inc.

May 2024 - Aug 2024

Software Engineer Intern

Remote

- Integrated a theme switching feature into a React micro-frontend and Node.js backend that enables users to toggle between light and dark modes on multiple web applications, improving user experience
- Resolved a range of React and Node.js issues, including authentication problems, context sharing complexities, and UI inconsistencies, to deliver consistent theme switching across multiple applications.
- Created mock servers with Docker and JavaScript for two React apps, enabling developers to simulate and test against various API responses and edge cases

University of Central Florida

Jan 2024 - May 2024

Undergraduate Research Assistant

Orlando, FL

- Conducted research on the topic of autonomous scientific laboratories for the U.S. Department of Energy
- Created robotics simulations in Unity and wrote algorithms in C# to control and coordinate robots to complete pick-and-place tasks to replicate automation in real-world laboratory scenarios

PROJECTS

Speedrun History Visualizer | React, ASP.NET Core Web API, SQL Server, Azure, AWS

- Developed a full-stack web application with React and .NET, hosted on Azure, and features data visualizations, user authentication via JWT tokens, user search history, and notifications
- Built a notification system that alerts users to leaderboard changes by periodically polling the Speedrun.com API using AWS EventBridge, SQS, and Lambda functions
- Created a bar chart race using D3.js that can illustrate the historical progression for any given speedrun category, with data derived from processing runs from the Speedrun.com API

Project Mercury (Senior Capstone) | React, React Native, JavaScript, Jenkins, Jest

- Contributed to Project Mercury, a platform streamlining communication and administrative tasks for soldiers and leaders within the U.S. Army Reserve
- Reduced loading times on 11 pages with potentially long lists/tables by integrating client-side pagination
- Improved frontend testing standards by creating Jest unit tests for all utility functions, deploying a Jenkins CI pipeline for test automation, and improving the efficacy of manual QA testing processes
- Increased user satisfaction by resolving bugs identified through user feedback and manual QA testing

Chess Desktop App | C#, .NET, WPF

- Developed a single-player chess desktop application featuring a user interface built with WPF
- Implemented chess logic in C# to generate legal moves, and integrated a minimax algorithm with alpha-beta pruning to create a simple AI opponent