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**Rochester, NY**                      **Rochester Institute of Technology**                      **Aug 2017 – Dec 2021**

- Bachelor of Science in Computer Science *GPA: 3.78*
- Minor in Mathematics
- Relevant Coursework: Data Structures, Analysis of Algorithms, Computer Science Theory, Principles of Data Management, Software Engineering, Parallel & Distributed Systems, Artificial Intelligence, Cryptography, Data Mining, Operating Systems

<b>Software Engineer</b>	<b>NS2 Mission</b>	<b>Jan 2021 – Present</b>
<ul style="list-style-type: none"> <li>• Full stack developer using Vue, TypeScript, Java, SQL, Git</li> <li>• Work primarily on frontend web applications using RESTful APIs with occasional backend work</li> </ul>		
<b>Software Engineer Intern</b>	<b>NS2 Mission</b>	<b>May 2020 – Aug 2021</b>
<ul style="list-style-type: none"> <li>• Contributed through pioneering searching features and various searching modes as well as bug fixes</li> <li>• Gave daily standups about task progress and occasionally presented for feedback during task development</li> </ul>		

**Discord Bot** **2019 – Present**  
*<https://github.com/jspangl3r/LadBot>*

- Actively maintains a Discord bot written in Node.js and Python
- Has various commands such as user/server information, message quoting, trivia game support, and user "mimic" AI models built using OpenAI's GPT-2 that generate messages based on how the user types using their chat history

**Automobile Database** **Spring 2019**

*<https://github.com/jspangl3r/CSCI-320-Project>*

- Helped develop a database (using the H2 engine) and a Java application for managing dealers, inventory, and sales for a fictitious car company
- Included features such as dealer sign in, order from manufacturer, vehicle locator services, sales history logging, and an administrator SQL interface

**Webcheckers** **Fall 2018**

- Helped develop an online Checkers game built in Java 8 and Java Spark for a semester-long software engineering group project
- Supported online features such as asynchronous play and multiple game support

- Languages: TypeScript/JavaScript, HTML, CSS, Java, SQL, Python, C, C#, Haskell
- Frameworks & Libraries: Node.js, Java Spring, Vue.js, React
- Tools: Git/GitHub/BitBucket, AWS, Gradle, Maven, Jira, Unix