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Education

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

- Bachelor of Science in Computer Science *GPA: 3.78, magna cum laude*
- 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

Experience

Software Engineer **NS2 Mission** **Jan 2021 – Present**

- Full stack developer using Vue, TypeScript, Java, MySQL, AWS, and the Atlassian suite in an agile environment
- Developed main metrics page to allow users to view, create, and share metric dashboards to monitor various components of the applications
- Developed shared libraries used in main web applications and supporting RESTful endpoints
- Participated in code reviews, feature presentations, and pair programming/mentoring sessions

Software Engineer Co-Op **NS2 Mission** **May 2020 – Aug 2021**

- Worked as a paid full-time team member
- Created various searching features for complex list filtering that enhanced user search
- Created a library for viewing and managing permissions that is used accross web applications
- Gave daily standups about task progress and presented for feedback during task development

Projects

Discord Bot **2019 – Present**

<https://github.com/jspangl3r/LadBot>

- Actively maintains a Discord bot written in TypeScript/JavaScript and Python
- 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 chat history

Automobile Database **Spring 2019**

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

- Developed H2 engine database for managing dealers, inventory, and sales for a fictitious car company
- Developed UI app: dealer sign in, order from manufacturer, and an administrator SQL interface

Webcheckers **Fall 2018**

- Developed an online Checkers game built in Java 8 and Java Spark
- Supported online features such as asynchronous play and multiple game support

Skills

- Languages: TypeScript/JavaScript, HTML, CSS, Java, SQL, Python, Bash/PowerShell, C, C#, Assembly (MIPS), Haskell
- Frameworks & Libraries: Vue.js, React, React Redux, Jest, Java Spring
- Tools: Git, Unix, PostgreSQL, npm, Swagger, AWS, Gradle, Maven, GitHub, Atlassian suite
- Protocols: HTTP, TCP, UDP, OAuth 2.0