Joshmar Morales

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WORK EXPERIENCE

JCM-Global   **Aug. 2023 – Aug. 2024**
Software Engineer   *Las Vegas, NV*

- Developed real-time, multi-threaded applications and BSP drivers for a network adapter using C, enabling seamless device communication and reliable connectivity with a web server.
- Built RESTful APIs in C using gSOAP and XML, enabling efficient delivery of field product data to the backend server for enhanced accessibility.
- Implemented new features in EGM gameplay using Python, including a promotional campaign that boosted player engagement and revenue by 5%.
- Expanded networking capabilities for gaming systems by integrating DHCP in the adapter firmware, enhancing connectivity and system performance.
- Resolved critical bugs on the network adapter device, minimizing operational disruptions, reducing downtimes by 10%, and improving the casino's overall user experience.

PROJECTS

[Jhuv Nutrition](#)

- Built an e-commerce platform in TypeScript, leveraging React for the frontend and Node.js for the backend.
- Integrated MongoDB for efficient data management, enabling seamless handling of products, users, and orders.
- Crafted a responsive and intuitive user interface using React and Tailwind CSS, ensuring a smooth and engaging shopping experience.

[Personal Portfolio](#)

- Created a professional portfolio with vanilla JavaScript and SCSS, featuring a clean, responsive design that showcases key projects with an intuitive user interface.

[Weather Forecast](#)

- Developed a weather app using vanilla JavaScript and the MVC architecture to fetch and display real-time weather data for cities worldwide, with a responsive, user-friendly interface styled using SCSS.

Drowning Victim Detection Project

- Developed and deployed a TensorFlow and OpenCV-based drowning detection model on the NVIDIA Jetson Nano, achieving optimized performance and enhancing pool safety through real-time monitoring.

TECHNICAL SKILLS

- **Languages:** JavaScript, TypeScript, Python, C/C++, HTML, CSS, SQL
- **Frontend:** React, Tailwind, Bootstrap, SASS/SCSS, CSS Modules, Pug
- **Backend:** Node.js, Express
- **Databases:** MongoDB, PostgreSQL
- **Tools & Technologies:** Postman, Wireshark, Xcode Simulator, Vite, Parcel, Babel, Webpack
- **Version Control:** Git (primary), Subversion, Mercurial

EDUCATION

University of Nevada, Las Vegas   **Aug. 2019 – May 2023**
BS in Computer Engineering   *Las Vegas, NV*