JOSHMAR MORALES

Fullstack Software Engineer

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WORK EXPERIENCE

Software Engineer

JCM Global, Las Vegas, Nevada

C (C++) (Python)

Aug 2023 - Aug 2024

- Developed real-time, multithreaded 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 back-end server for enhanced accessibility.
- Implemented new features in EGM gameplay using Python, including a promotional campaign that increased player engagement and revenue by 5%.
- Expanded networking capabilities for gaming systems by integrating DHCP in the 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

Full Stack App

React Node.js TypeScript Express Tailwind MongoDB MVC

nutri-store-app-v2

- Built a full-stack e-commerce platform in TypeScript, leveraging React for a dynamic frontend and Node.js for a secure 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

Frontend App

(*) (HTML) (CSS) (JavaScript) (SASS)

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 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

Frontend App

HTML CSS JavaScript SASS MVC

weather-app

 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.

Bluelock Drowning Detector

Machine Learning Model

</>/> Python TensorFlow OpenCV Jupyter Anaconda

Duelock-drowning-detector

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, Next.js, Tailwind, Bootstrap, SASS/SCSS, CSS Modules
- Backend: : Node.is, Express
- Database: : MongoDB, PostgreSQL
- Tools & Technologies: Vite, Parcel, Babel, Webpack, Postman, Wireshark, Xcode Simulator
- Deployment Platforms: Netlify, Railway, Vercel
- Version Control: Git, Subversion, Mercurial

EDUCATION

Bachelor's degree in Computer Engineering

University of Nevada, Las Vegas

② 3.65 GPA

Aug 2019 - May 2023

Relevant Coursework included Data Structures and Algorithms, Advanced Computer Science, Digital Forensics, Data Mining