# Joshua Bautista
Ajax, Ontario

hello@joshbautista.com | **joshbautista.com** | ⌂ kthisisjosh

---

## EDUCATION

---

**Notre Dame Catholic Secondary School** (2016 – Present)            Ajax, Ontario
- Certificate of Excellence: Academic Achievement (97.8% average).
- Completed and currently enrolled in Advanced Placement (higher level) courses.
- 3$^{rd}$ top school score in the 2018 Waterloo Mathematics Contest with Distinction Award (top 25% of contestants).

**Self-Study**
- MITx: 6.00.1x – Introduction to Computer Science and Programming using Python (online)
- Udemy – The Modern Python3 Bootcamp (online)

---

## VOLUNTEER EXPERIENCE

---

**Durham Catholic District Chess Tournament**            Ajax, Ontario
- In charge of the full set-up and management of an elementary chess tournament of around 50 students.
- Integrated and implemented a home-made Microsoft Excel algorithm that increased the efficiency in the setup of the tournament structure.
- Earned personal recognition from the Durham Catholic District School Board committee.

---

## SKILLS

---

| | |
|---|---|
| **Languages:** | Python, Java |
| **Web/Frameworks:** | React.js, Redux, Node.js, Express.js, JavaScript, MongoDB, MySQL |
| **Others:** | Docker, Git, LaTeX |

---

## PROJECTS

---

**COVID-19 Timeline** *JavaScript, React.js*
- A web-app that allows users to view all of the world-wide events pertaining to COVID-19 as it develops.
- Integrated Mapbox API for an interactive choropleth map visualizing the spread.
- Received funding from DigitalOcean's COVID-19 Project Mission and donated to the COVID-19 Relief Fund in my name.

**Advice Tracker** *MySQL, Express.js, React.js/Redux, Node.js*
- Created a web-app that allows users to track, share, and discover advice from people around the world.
- Integrated Algolia's InstantSearch API to search for user-submitted advice.
- Created a CI/CD pipeline using Docker and TravisCI to deploy on a DigitalOcean droplet.
- Used MySQL to store user data, posts, and advice.

**Uber Driver Simulator** *Java*
- A game made entirely using Java Swing that simulates a player playing as an uber driver by picking up customers and dropping them off to their requested locations.
- Utilized OOP principles to effectively maintain and modify existing code.