JOSEPH OU

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EDUCATION

University of California, Santa Cruz - *Computer Science (B.A.)*

OBJECTIVE

To hone my skills and learn from industry leaders in order to find my place as a member of the industry

SKILLS

Concepts Agile methodology, Algorithms, Data Structures, Web Development

Programming C/C++, Python, Java, Javascript   **Languages** English, Mandarin Chinese

Technologies Git, Bash, G Suite Admin, Windows Active Directory, Quickbooks, Ajax, Node.js, NPM, Express.JS, AWS/Elastic Beanstalk, Firebase, Websockets, HTTP Protocols, Twitter Bootstrap, MySQL, MQTT

EXPERIENCE

IT/Software Engineer - Photo USA Corp.   Summer 2017 - Current

- Assessed and identified weaknesses in company tech infrastructure and developed software solutions aimed at elevating production visibility and increasing production efficiency
- Interfaced with company clients to build custom integration solutions
- Rewired, upgraded, and organized the company's server rooms and networks, and worked with third party companies to implement further network and infrastructure upgrades
- Interfaced in Mandarin with offshore development team to test and integrate server changes
- Assisted in maintaining Ruby on Rails backend both locally and on our AWS servers
- Researched and prototyped tools and technologies to be integrated into our development stack

Undergraduate Researcher - UCSC Deferrable Load Testbed/Sensor Network   Fall 2015 - Spring 2016

I worked with a team to implement a distributed asynchronous sensor network as part of a microgrid testbed for simulating and testing frequency excursions in electric loads. As part of the project, I:
- Used Python to design and implement an asynchronous central network hub in a SOA architecture
- Designed firmware to control sensors, as well as assisted in implementing 802.15.4 wireless modules
- Utilized the MySQL python API to communicate with UCSC's CenSEPS database
- Implemented an MQTT Protocol broker and clients based off the Eclipse Foundation's Mosquitto Project and Paho MQTT libraries for asynchronous networking with 250,000+ connections

Software Developer Intern - Bunkasoft   Fall 2014 - Winter 2015

As a developer for Bunkasoft, I worked on feature design and UI/UX design for our game, Utu.

Undergraduate Research Assistant - UCSC Bionics Lab   Summer 2014

I coordinated with UCSC's Bionics lab to implement games to assist medical patients with physical therapy.