Josiah Plett

University of Waterloo Computer Science | 4th co-op term | 4 months

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plett.dev
github.com/plettj
linkedin.com/in/yourname

Qualifications

- Languages: **C/C++**, **Java/Kotlin**, **TS/JS(X)**, **Python**, **React**, **HTML/(S)CSS**, and **Go**
- Tools: **Git**, **Linux**, **Jira**, **S3**, **Docker**, **Swagger**, **Nginx**, **Jest**, **NPM**, **Svelte**, and **REST** APIs
- [[statements about why you add value to teams you join]]
- [[eg. Strong communicator and experienced leader. Designed and built 30+ projects]]

Work Experience

Rogers 5G Research
Funding Agency
- **Currently** the **lead dev** of blah blah blah blah blah blah with **Rogers** and **UW**
- Blah blah blah **AI model** blah blah blah blah blah **saving 30% of at-risk patients' lives**

Game Programmer
Game Studio
Sept - Dec '21 — Remote
- **Resolved** blah blah blah blah blah **overhauling** blah blah blah blah blah blah blah
- **Revamped UI** blah blah **Java**, blah blah blah blah blah blah blah by **5x**
- **Proactively** blah blah blah blah **UI/UX** blah blah blah blah blah blah **accessibility**

Full-Stack Developer
Hardware Company
Jan - Apr '21 — Ottawa
- **Led a frontend team** blah blah blah blah blah blah blah **before** blah deadline
- Blah blah blah blah blah **70%** by **optimizing C++** blah blah blah blah blah
- **Optimized 3D** blah blah **GLSL**, blah blah **client** blah blah blah **300%**

Full-Stack Developer
Startup
May - Aug '20 — Remote
- **UW Co-op Student of the Year Nominee**, blah blah blah blah "blah blah blah blah"
- **Spearheaded** blah blah blah blah blah blah blah blah blah blah blah blah
- **Researched** and **remade** blah blah blah blah **increasing accuracy by 400%**

Indie Game Dev
2013 - Present
- Blah blah blah blah blah **released 19 original** blah blah blah (portfolio)
- Blah **licensed** blah blah blah blah, Game Name, blah **100,000+** players

Acting ISA
Jan - Dec '20 — Waterloo
- **Led** an **official** blah blah blah blah blah blah blah blah blah blah blah blah blah
- Blah **10,000+** blah **TypeScript** blah blah **150+** blah blah blah blah blah

Applicable Projects

Entrepreneur - Present
- **Launching** blah blah blah **startup**
- **Leading** blah blah blah blah blah **startup**

Chess Engines
Jun - Aug '21
- Blah blah blah blah blah blah blah **C++** Chess Engine blah ~**200th** worldwide
- Blah blah blah Chess Engine blah **Typescript**, **React.js**, **MUI**, and **Firebase**

Frontend Contract
- **Launched** blah blah blah blah **JS** blah **Ionic**+**Angular** blah blah blah blah blah

Hackathons
- Winner blah blah blah blah, and third in blah blah blah blah blah blah

Cube-Solving Robot
- **Led** blah blah blah blah Rubik's cube solver, blah **100+** blah blah in **Python**

Java(script) Snake
- Blah blah blah Snake in **Java** blah JavaScript website blah blah 5 variations

Course Instructor
- **Created** and **taught** an **accredited course** blah blah blah blah blah blah blah blah

Data Analyst
- Blah blah blah blah blah blah blah **Python** blah blah An Engineering Firm

Achievements

- **Three** Official Random Cool Achievements
- Composer, blah origami artist, blah blah blah
- **Volunteer notetaker** blah blah blah blah blah blah
- **97%** in a particular course blah blah blah blah