Joshua Torres

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EDUCATION

University of Houston-Victoria | Bachelor of Science in Computer Science   May. 2020
- GPA: 3.8/4.0

EXPERIENCE

Software Developer   Apr. 2022 - *Current*
Vergent LMS | Remote
- Responsible for analyzing user needs and developing software solutions to support them.
- Worked with project managers to understand required specifications and ultimately deliver them.
- Supported all departments in maintaining the quality of the database system and documented future functional requirements.
- Gained experience working with Bootstrap, HTML / CSS, VB, C#, ASP.NET MVC and Web APIs.
- Constructed unit tests aimed at minimizing bugs in production code.

Junior Application Developer   Oct. 2020 - Apr. 2022
Hyphen Solutions | Remote
- Developed, tested and participated in the technical design of new product offering and enhancements using Classic ASP, VB.NET, C#, ASP.NET and SQL Server technologies.
- Supported existing applications working with members of the QA, Product Management and Customer Care teams to troubleshoot and implement corrective actions.
- Drafted documentations delineating designs and specs concurrently during development

Business Analyst   Jan. 2019 - Oct. 2020
Diamond Fiberglass | Victoria, TX
- Developed WinForm applications in C# with external REST APIs to support manufacturing and quality assurance operations.
- Assisted with automation of finance department's manual processes by writing VBA code and using macros and formulas to speed processes and maximize accuracy.
- Supported all departments in maintaining the quality of the database system and documented future functional requirements.
- Assisted in the development of cloud based database driven applications to support manufacturing operations.
- Presented improvements to current business processes to senior management.

SKILLS

C# | JavaScript | TypeScript | HTML/CSS | jQuery | Razor | Blazor| C++| Angular | Node.js | SQL | React | Git | .NET

PROJECTS

YAGE (Yet Another Game Engine)

Tools used: C++, Premake, OpenGL
- Developed a game engine along with a toolchain to build and run cross-platform.
- Implemented a rendering pipeline along with element-based rendering and a wireframe mode..
- Created a UI using third-party library imgui to allow users to edit in real-time.