Joshua Hollander - Resume

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Professional Experience

Post-Production Assistant - UW Extension Publications Department   **July 2018 – Current**

- Manage both digital and physical file databases of 1500+ publications alongside related forms
- Assist the production process of publications by filing paperwork and creating web pages within the e-store
- Utilize Adobe CC to craft graphics and other marketing pieces for use on the website and social media pages
- Work with our warehouse to coordinate the printing process of our publications
- Digitize forms relating to the creation of older publications
- Assist with the physical and digital transition of the Publishing Unit

Ecommerce Website Migration Extension Internship - UW Extension   **May 2019 - August 2019**
Publications Department

- Assisted with the migration and modernization of 1,500+ PDF publication files
- Used HTML and CSS to assist with branding of individual product pages to align the Learning Store's UI with UW–Madison's web guidelines and update catalog entries with legacy formatting
- Worked with our off-site warehouse to adjust notifications for order fulfillment
- Created a custom invoicing sheet utilizing HTML, CSS, and Liquid

Food Preparer - Four Lakes Market   **August 2017 - May 2018**

- Maintained and improved excellent customer service skills
- Utilized skills that required me to be detailed oriented and work in a fast-paced environment

Production Assistant - Stephen Edward Graphics   **August 2016 - August 2017**

- Assisted production of vinyl decal creation through Adobe Illustrator on OSX alongside physically creating decals
- Assisted with the packaging and shipment of online orders

Education

Bachelor of Science, Computer Science Degree + Mathematics Certificate,   Anticipated Grad. in 2021
University of Wisconsin – Madison
GPA of 2.91 on a 4.0 scale with a major specific GPA of 3.12

High School Diploma, Cirrus High School, Rosendale WI – 3.8 GPA   2013-2017

Relevant Skills and Experience

- Have programmed with Java, JavaFX, C#, XAML, WPF, MVVM, HTML, CSS, and JavaScript
- Worked with Git, Azure DevOps, Shopify and AbleCommerce
- Worked with shaders to apply dynamic meshes to moving objects in a web canvas
- Created a video game library tracker application which uses GiantBomb's web API to search for new games and download images and descriptions
- Created a pixel-sorting application that uses images provided by the user to sort the pixels in images according to different options that are specified by the user
- Experienced with Windows, OSX, Office 365, and Adobe CC
- Excellent problem solving and communication skills and extremely detail oriented