

Joshua Hollander

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Professional Experience

Software Development Intern | Emelar Consulting Group | July 2020 - Current

- Utilize Apex, SOQL, and web service technologies to perform configuration and customization of the Salesforce Platform according to the specifications of our clients.
- Utilize JavaScript, Apex, and Unity to create an expand upon an Employee Portal, allowing employees of Emelar Consulting to see a virtual avatar of themselves alongside statistics, records, and documents that are relevant to them within the company.
- Maintain the satisfaction of our clients by working with a team during the development stages as well as additional support after development has ceased.

Post-Production Assistant | UW Extension Publishing | July 2018 - Current

- Manage both digital and physical file databases of 1,500+ publications alongside related forms.
- Assist the production process of publications by filing paperwork and creating web pages within the e-store, including the creation of custom Graphics using Adobe Illustrator and Photoshop.
- Work with our warehouse contact to adjust and coordinate the printing process of our publications.

Ecommerce Website Migration Intern | UW Extension Publishing | May 2019 – August 2019

- Assisted with the migration and modernization of 1,500+ PDF publication files, including physically transporting and digitizing each file during the transition to our new building.
- Used HTML and CSS to assist with branding of over 950 individual product pages to align the Learning Store's UI with UW–Madison's web guidelines and update catalog entries with legacy formatting.

Education

Bachelor of Science | May of 2021 | University of Wisconsin – Madison

- Major: Computer Science
- Minor: Mathematics
- GPA of 2.94 on a 4.0 scale with a major specific GPA of 3.03

Relevant Skills and Experience

- Experience with Apex, C#, C / C++, Java, JavaFX, JavaScript, Python, HTML/CSS, SQL/SQLite/SOQL.
- Comfortable with Git, Azure DevOps, Shopify, and Salesforce.
- Created a video game library application which uses GiantBomb's web API to search for games based on user input and download images and descriptions. These downloaded records can be organized in a grid-based manner on the main page and sorted by personal rating, available platform, etc. Written in C# and WPF while using the MVVM pattern.
- Created a pixel-sorting application that allows the user to select an image that will have its pixels sorted according to several options that the user can specify. The image can then be saved locally by the user. Written in C# and WPF while using the MVVM pattern.
- Created a miniature compiler for a fake language using Java and Jlex.
- Developed an AI that can play a game of Teeko against a human using Python.
- Worked on a team to develop a custom TCP for a virtual router.