Joshua Lee

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Skills

Languages   Python, Java, JavaScript, C++, Bash
Technologies   Google Cloud Platform, Git, Rundeck, NodeJS, Firebase, PostgreSQL, Unix, Dialogflow, Jira, Selenium

Experience

DigitalEd   *Waterloo, ON*
Site Reliability Engineer   *Jan. 2020 - Apr. 2020*

- Developed an interactive Slack bot using Node.js, Google Cloud Functions, and DialogFlow NLP for Development, Sales, and Customer support teams to query customer data from Firestore databases
- Reduced the number of Rundeck automation job failures by 95% by identifying and correcting silent errors
- Maintained and implemented features for a Vue.js web interface used by customer support and development teams to easily access customer data without the use of passwords, streamlining the investigation of customer issues
- Developed and deployed a Rundeck automation job using Bash and PostgreSQL to bill a high-profile customer in seconds which would originally take over 2 weeks by hand

Chxrrypie.com   *Vancouver, BC*
Web designer   *Jan. 2019 - Present*

- Designed and deployed a website through Weebly for a local artist to optimize her public outreach
- Built a platform for the artist to generate income from the website by facilitating a page for commissions
- Improved the artist's exposure with a total of over 200,000 visits and 10,000 shares through social media platforms

Projects

Explore

- Developed a mobile app to crowd source itineraries, creating a vast catalogue of plans that individuals can follow when travelling to new places
- Implemented a material design UI using React Native, and integrated a Google Firebase backend to track users and the itineraries they create

Music Visualizer

- Integrated software and hardware together to create a physical visualizer for audio wavelengths in real-time
- Developed the software using Python on a Raspberry Pi with LED's hooked up to a breadboard to display the output

Minecraftsweeper

- Clone of the original Windows Minesweeper, developed with a custom Minecraft interface implemented through Object Oriented programming and Java Swing

Fruit Tycoon

- Designed and developed a progressive fruit farming idle game using the simplegui Python module
- Created a custom physics engine to handle entities and general gameplay

Education

University of Waterloo   *Waterloo, ON*
Candidate for BASc. Computer Engineerng, CGPA: 3.56/4.0   *Sep. 2019 - May 2024*