

Joshua Chin

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EDUCATION

SAN JOSE STATE UNIVERSITY | BS COMPUTER SCIENCE
GPA: 3.9/4.0

Expected Dec 2021

SKILLS

PROGRAMMING LANGUAGES	Java, C#, Python, JavaScript, Visual Basic, SQL, HTML
PROGRAMMING FRAMEWORKS	Android Studio, .NET MVC, Django, React Native, Vue, Sequelize, Fastify
PROGRAMMING TOOLS	Git, Docker

WORK EXPERIENCE

PERKSENSE | **PROGRAM MANAGER**

Aug 2020 – Sep 2020

- Designed and planned prototype for all-in-one app for restaurants using Node.js and React Native, creating ecosystem for franchisers, merchants, suppliers and customers
- Managed and mentored **4 interns**, and executed **Agile methodologies**
- Managed Git repository, server and deployed Docker containers

PERKSENSE | **FULL STACK DEVELOPMENT INTERN**

June 2020 – July 2020

- Created restaurant focused mobile ordering system app with React Native
- Developed testing infrastructure and created integration testing for **20 controllers** for back-end server using Jest
- Designed back-end of restaurant reservation system using Node.js frameworks with Fastify and Sequelize ORM
- Secured restaurant service by providing authentication to all controllers using JWT and Firebase

YEE LEE CORPORATION | **SOFTWARE ENGINEERING INTERN**

June 2019 – August 2019

- Created employee facing storefront redemption website, specifically backend, for company of **5000** with .NET MVC framework and C#
- Implemented several website modules specializing in specific function, using the Entity Framework to interact with database with “separation of concerns” architecture, providing ideal codebase which is scalable and beneficial for future developers
- Operated version control software such as Git and Subversion, streamlining development with other developers and giving structure to code

PROJECTS

ECHO | JAVA

- A real-time multi-threaded web server which uses sockets to deliver services for different clients concurrently.

LEBA, MUSIC VOTING APP | JAVA

- A client server application which allows people in the event to choose and vote for the music. It works by collecting each user’s desired music and allowing the users to vote on the next music to be played. The music with the highest score automatically gets played