Joshua Walters

4th Year BS - Software Engineering

A dedicated and motivated software engineering student with a passion for creative and efficient problem solving. In addition to demonstrating knowledge of both front and backend design through time as a developer intern, has attained excellent communication skills through work in customer service. Looking forward to continuing a career working on autonomous systems.

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📱 (587)-582-8288

🔳 joshuaw13.github.io/Portfolio-Website/index.html

○ github.com/JoshuaW13

EDUCATION

Bachelor of Science: Software Engineering
University of Calgary (3rd year, GPA 3.69/4)

09/2020 - Present   *Calgary, Alberta, Canada*

Courses
- CPSC 319 - Data Structures and Algorithms
- ENSF 409 - Principles of Software Development

WORK EXPERIENCE

Software Developer Intern
Lockheed Martin Skunkworks

05/2023 - 08/2024   *Calgary, Canada*

Achievements/Tasks
- Worked to design features for autonomous systems in C++ and QML using the Qt framework.
- Worked with network protocols such as Mavlink.
- Practised test driven developement.
- Designed features following different architecture styles such as domain-driven design, MVP, and MVVM.
- Completed tasks as a part of an Agile work environment that followed the Scrum methodology.

Reference : Reference on Request

Customer Service Assistant (Summer 2021,2022)
Bison Transport

05/2021 - 08/2022

Achievements/Tasks
- Demonstrated time management to complete tasks and problem solved in a dynamic fast-paced team environment.
- Accurately processed customer requests, orders, and complaints in a timely manner.
- Demonstrated strong verbal and written communication skills to collaborate both with teammates and customers.
- Quickly learned company software and regulations in regards to daily tasks.

Reference : Reference on Request

ORGANIZATIONS

Game Developement Club (University of Calgary) (09/2022 - Present)
Member

SKILLS

C++   C   Java   Qt application framework

GMock testing framework   Atlassian products

Python   React JS   Rest API   JUnit

Git/GitHub   SQL   Godot Game Engine/GDscript

Node JS

PROJECTS

Feed the Floppa ⬀
- Wrote and published game using the Godot game engine and GDscript scritpting language.
- Applied knowledge of design patterns and object orientated design principles to create game object structure and logic.

I am Slime ⬀
- Created an online multiplayer versus game through React JS.
- Integrated against firebase backend.
- Learned and applied concepts such as UI/UX design, user authentication and testing.

Cinnama ⬀
- Created Movie Theater Ticket Manager through Java, JFrame and SQL.
- Worked on connecting the GUI to the java code and on parts of the GUI aesthetics.
- Gained experience applying object-orientated design principles, design patterns and best practises.
- Developed , maintained , and documented code architecture in Java.

VOLUNTEER EXPERIENCE

Samritan's purse - Operation Christmas Child (12/2023)
Helped insepect and package shoe boxes that will be delivered to children in need across the world.

LANGUAGES

English
Native or Bilingual Proficiency

French
Full Professional Proficiency