

Joseph Cantrell

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<https://josephcantrell.org> | <https://github.com/josephcantrell14>

Work Experience

Software Developer Intern

Atlanta, Georgia

Verizon Connect

June 2018 – August 2018

- Created a NodeJS database API and corresponding Swagger documentation.

Database Engineer

Atlanta, Georgia

Secuur.Co

December 2017 – February 2018

- Rewrote a JDBC database using MongoDB. The multi-platform front-end utilizes Angular, the Ionic framework, and RxJS and connects to the database server through a NodeJS server. User authentication includes bcrypt password hashing and salting. User sessions use ExpressJS, Mongoose, and cookies. Deployed to Amazon Web Services.

Technical Assistant

Atlanta, Georgia

Georgia Tech College of Computing Help Desk

September 2014 – August 2017

- Assist customers in resolving technical issues involving College servers and general troubleshooting
- Rewrote the Teaching Assistant application site (PHP, JavaScript, MySQLi)
- Created an interface for modifying the employee MySQL database (PHP, JavaScript, MySQLi)
- Created a portal for accessing all College class websites (PHP, JavaScript, MySQLi)

Education

Georgia Institute of Technology

Atlanta, Georgia

Bachelor of Science: Computer Science

June 2014 – December 2018

Skills & Interests

Skills and Programming Languages

Python, Java, C#, C, Assembly, MATLAB, PHP, JavaScript, HTML, CSS, XML, NodeJS, ReactJS, Angular2, Ionic, RxJS, AJAX, jQuery, JSON, MySQLi, Cassandra, OracleDB, MongoDB, Mongoose, Swagger, ExpressJS, bcrypt, Android, GitHub, Gradle, Maven, Drupal, Plesk, AWS, MediaWiki, Apache, Linux, Autodesk Inventor, Unity, Godot, Mutex multithreading, Agile

Data Structures and Algorithms

Programmed A* heuristic searches, neural network, AVL tree, Prim's MST, hash table, quicksort, state machines, malloc

Game Design

Created two Gameboy Advance games in C. Recreated the game MULE in JavaFX with an Agile team of five students.

Secretary - Zeta Beta Tau fraternity - 2014

Managed <https://techzbt.com> email lists, MySQL database, and website code (PHP, HTML, CSS). Created JavaScript code with the Google Sheets framework to automatically send reminder emails with spreadsheet data twice per week.

Projects

Personal Website – PHP, JavaScript, HTML, CSS, NodeJS, Angular

Maintain and expand a personal website at the domain <https://josephcantrell.org> with an Ubuntu 17.04 Apache server.

Untrumpable – GDScript

Created and published a 2D platformer game to the Google Play store using the open source Godot engine and the Python-like GDScript. <https://play.google.com/store/apps/details?id=com.joseph.untrumpable&hl=en>

Machine Learning – Weka, ABAGAIL (Java), BURLAP (Java)

Classified and filtered large data sets using machine learning algorithms. Analyzed each algorithm's performance.

Active Learning – JavaScript, HTML, CSS, ReactJS, ChartJS, MongoDB

My Agile-oriented team of five students created a generalized instructional web app with which students complete quizzes. ReactJS serves dynamic content, ChartJS displays statistics, and MongoDB stores application data.

Compound Lifter – Java, Android, XML

Created and published the Android application Compound Lifter to the Google Play store. The app times workouts and tracks statistics using the MPAndroidChart library. <https://play.google.com/store/apps/details?id=jcantrell.myfirstapp>

Joseph Jump – C# - A Unity2D platformer game with custom sprites and endless procedurally generated obstacles.