

JOSHUA FERNANDES

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SKILLS

- Programming languages: **Java, Typescript, Python, C#, JavaScript, C++**
- Technologies/Frameworks: **.NET Framework, Django, Electron, Vue, HTML, CSS, Angular**
- Databasing: **MongoDb, PostgreSQL**
- Misc. **TeamCity, AWS EC2, AWS Lambda, AWS SQS, AWS Step Functions, Nuget, AWS S3, Git, Maven, Docker, Figma**

EXPERIENCE

MAY 2022 – CURRENT

SOFTWARE DEVELOPMENT ENGINEER, AMAZON

JAVA, TYPESCRIPT, REACT, AWS

- Maintained and developed features for the digital kids store using Java/EC2/Lambdas
- Designed and developed a feature allowing for preorders to be placed on digital goods which are fulfilled by the service at a later date.
- Improved the code deployment pipeline by writing and enabling end to end integration tests for services that did not have integration tests enabled.
- Migrated tech stack to a new version of an internal library in order to mitigate security risks.
- Led load tests which stress tested the platform at 120% expected capacity in order to prepare the service to run at peak.

FEB 2021 – APRIL 2022

SOFTWARE DEVELOPER, GAMEPLAY FEATURES, HYPIXEL

JAVA & MONGODB

- Led the development of several large game expansions, working with a team of 15 developers and designers.
- Designed, implemented, and maintained character pathing systems used to dictate how entities within the world move around and interact.
- Improved server performance by 40% by optimizing existing server code to create less objects during boot up.
- Designed a modular server API which allows for the network to horizontally scale services during high player loads.

MAY 2020 – AUGUST 2020 & MAY 2021 – AUGUST 2021

SOFTWARE DEVELOPER INTERN, RBC

TYPESCRIPT, PYTHON, C#, NODEJS & REACT

- Designed and deployed an in-house data analytics portal using React, Typescript, FastAPI, and Nodejs.
- Maintained AUDIS, a mid-tier API responsible for provisioning employee devices.
- Setup and deployed constant Integration pipeline used for compiling and deploying the API.

MAY 2019 – MAY 2021

FULL STACK SOFTWARE DEVELOPER, LOLWIZ

TYPESCRIPT, NODEJS, PHP, VUE & DOCKER

- Improved frontend performance by improving application load time by 45%.
- Developed and maintained an internal API with PHP, NGINX and docker that conforms to REST guidelines and handles over 40000 requests per hour.
- Implemented multiple reusable frontend components using VUE and Typescript

MAY 2017 – AUGUST 2017 & APRIL 2018 – MAY 2019

ASSOCIATE SOFTWARE DEVELOPER INTERN, PERKINELMER

C++, C# & PYTHON

- Designed and implemented a constant integration solution that runs integration and unit tests that ensures the complies with federal regulations and internal standards using TeamCity, Specflow and NUnit.
- Designed and developed a charting and data display component that takes millions of data points from the instrument and displays them to the user in real time.
- Deployed remote diagnostics tool, allowing for the remote collection of anonymous usage data.

EDUCATION

APRIL 2022

BACHELOR OF SCIENCE, UNIVERSITY OF TORONTO

GIS, Computer Science, Environmental Science

PROJECTS: [GITHUB.COM/VEXRAX](https://github.com/VEXRAX)

- [Insert Mission Here](#), A modification to the “League of Legends” client created by injecting code into the client to provide players with a better experience with the in-game missions system. **Winner** of [the Riot Games API Challenge](#)
- [RunicInsight](#), a statistic website for players of the game “League of Legends” and **runner up** for the [2017 Riot Games API Challenge](#).