Josue Espinosa

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EDUCATION

July 2018 – Nov 2018

Undergraduate Project in Computer Science, A+ – University of Auckland, New Zealand

Conducted research and wrote a paper under the supervision of the Director of Computer Science on generating song lyrics with a Recurrent Neural Network using Long Short-Term Memory.

August 2015 – May 2019 (expected date)

B.S. in Computer Science, 3.62/4.00 – University of Idaho

I earned a place on the College of Engineering Dean's List my freshman, sophomore, junior, and (tentatively) senior year, placing me in the top 25% of my class.

SKILLS

Fluent Languages	English, Spanish
Programming Languages	C, C#, C++, Java, JavaScript, Objective-C, PHP, Python, Swift
Video Game Development	Blueprints Visual Scripting System, libGDX, Unity, Unreal Engine
Web Technologies	Angular.js, CSS3, Express.js, HTML5, jQuery, Node.js, Socket.io, SQL, WordPress

EXPERIENCE

VYNYL
March 2015 – Present

Full Stack Engineer – Boise, ID

I create and maintain software for clients ranging from small businesses to enterprise corporations.

Yale University
May – August 2017

Android Developer – Boise, ID

- Redesigned foundational sync process of the Yale Trellis application for Android
- Reduced sync process time by 92% through compression algorithm and updated API endpoints
- Collaborated with Backend Engineer to minimize API calls necessary to synchronize device/server
- Implemented download functionality to fetch new data while maintaining local database integrity
- Implemented upload functionality to post offline/online updates while maintaining server integrity
- Worked on bug fixes, user interface updates, and performance enhancements

Jimmy John's
May – August 2016

Frontend Developer – Boise, ID

- Wrote advanced data import/export feature with data mapping and optional parameters
- Created drag-and-drop user interface element to allow items to be reordered within web app
- Redesigned and optimized database schema

SNOCRU
March – September 2015

iOS Developer – Boise, ID

- Developed the world's leading and award-winning ski/snowboard tracking app
- Updated SNOCRU to version 3.0 with a major user interface redesign
- Refined tracking algorithm to substantially improve accuracy and performance
- Implemented interactive heat mapping to visualize speed and density
- Added Apple Watch and Pebble Smartwatch compatibility

Hewlett-Packard
July – October 2014

Software Development Intern – Boise, ID

Worked on a real-time collaboration tool between the Boise and Rio de Janeiro office using AngularJS, C#, and the Google Chrome Developer Tools.

OFFTHEFIELD
March 2013 – July 2014

iOS Engineer – Meridian, ID

Designed and implemented an iOS application to view two videos side-by-side, stacked, overlaid, or windowed, with intricate drawing and time-control tools to visualize athlete progression.