




Josue Espinosa

 www.ejosue.com
 josue.espinosa.live@gmail.com
 www.linkedin.com/in/josueespinosa

EDUCATION

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, and junior year, placing me in the top 25% of my class.

SKILLS


Mobile Development	Android, iOS
Fluent Languages	English, Spanish
Programming Languages	C, C#, C++, Java, JavaScript, Objective-C, PHP, 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

Full Stack Developer – 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.