Joshua Quinones

Certified Full Stack Software Engineer

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EXPERIENCE

Game Developer   *01/2024 - 05/2024*
Changeling VR
- Led an engineering team in the development of a virtual reality game for Unreal Engine
- Headed development of two levels in design, development, maintenance, and documentation
- Coordinated cross-functional teams to maintain regular playtest and release schedules
- Iterated on playtest feedback, resulting in an 80% increase in positive player sentiment

Front End Angular Developer Intern   *06/2022 - 09/2022*
AVEVA
- Developed AVEVA Insight, a cloud platform for industrial data monitoring and visualization
- Contributed to internal tools that improved development workflows and UI consistency
- Standardized unit tests across components, improving test coverage and CI pipeline reliability
- Collaborated with back-end teams to implement RESTful APIs and optimize frontend performance

EDUCATION

B.S. in Game Design and Development   08/2019 - 05/2024
Rochester Institute of Technology (RIT)   Rochester, NY   GPA: 3.55

CERTIFICATIONS

AWS Cloud Solutions Architect - Associate Level   06/2025

IBM Full Stack Software Developer   04/2025

SKILLS

Client-Side:
HTML, CSS, JavaScript, TypeScript, React, Redux, Angular, Bootstrap, Bulma

Server-Side:
NodeJS, Django, .NET, AWS, SQL, NoSQL, MongoDB, Redis, YAML, Docker, Kubernetes, Git, Perforce

Other Skills:
C#, C++, Python, Java, Agile, Scrum, RESTful APIs, JSON, XML, Unit Testing, CI/CD, Microservices, Databases

PROJECTS

ShareRoost (React, Python, AWS)
- A serverless video hosting web application product hosted on AWS and displayed using React
- Allows for user uploads into transcoding and thumbnail generation pipelines

Best Cars Dealership (React, Django, MongoDB)
- A capstone web application for the *IBM Full Stack Developer Certification*
- Containerized with docker to be managed with Kubernetes