

# Josh Friedson, Software Engineer

U.S. Citizen from San Diego, CA and living in Columbus, Ohio

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## PROFESSIONAL EXPERIENCE

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**Software Engineer** Nov 2022 - Present  
*JPMorgan Chase & Co.* *Columbus, OH*  
*Skills: Web App Back End, Java, Spring Boot, Spring Web Services, OpenAPI, JPA, Oracle Database, JUnit, Mockito, Maven, Linux, Docker, Kubernetes, AWS, Splunk, MQ, Kafka, Git, Jenkins, Agile, Scrum*

- Author and maintain web app functionality in the back end using Spring Boot, Spring Web Services, Spring Data JPA, SpringDoc, Swagger-Codegen, Apache Kafka, IBM MQ, and Maven
- Containerize apps with Docker and Kubernetes and migrate from a private cloud to AWS
- Contribute JMeter scripts for performance testing of web apps, conduct testing on BlazeMeter, and utilize Grafana and Splunk to collect and analyze metrics
- Evaluate app resiliency using Eris (for private cloud apps), Gremlin (for AWS apps), BlazeMeter, and ChaosMonkey
- Upgraded JDK and dependencies versions for Spring Boot apps while retaining functionality and increasing unit test coverage

**Intern Engineer** June 2016 - Aug 2016  
*Kenautics* *San Diego, CA*  
*Skills: Product Design, Client-centric Innovation, Java, Android SDK*

- Collaborated with San Diego Harbor Police to discover ways of improving handheld diving equipment with the prospect of upgrading the underwater experience for professional divers
- Designed and began development of a Java Android app for an underwater handheld navigation device

## EDUCATION

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**Bachelor of Science, Computer Science** Aug 2017 - May 2021  
*San Diego State University* *San Diego, CA*

- Successfully completed upper division electives in Artificial Intelligence, Wireless Networks, Computer Security, and Database Theory and Implementation

## CERTIFICATIONS

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**AWS Certified Developer - Associate** Feb 1, 2024  
*Amazon Web Services*

**Certified Kubernetes Associate Developer (CKAD)** Jan 7, 2023  
*The Linux Foundation*

**Machine Learning Specialization** Sep 11, 2022  
*DeepLearning.AI, Stanford University*

**Deep Learning Specialization** Aug 24, 2022  
*DeepLearning.AI*

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## PERSONAL PROJECTS (LOCATED ON GITHUB)

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### **Voxel Grid and Octree Ray Tracer, Parallelized Voxelizer, and Voxel Particle Simulator**

*Skills: Parallelized Computation, GPGPU Compute, Modern C++, OpenGL & GLSL*

- Implemented ray tracing algorithms to quickly and efficiently render voxel (uniformly aligned 3D blocks) grids and octrees consisting of diffuse color, transparency, and normal data efficiently and in real-time using an OpenGL compute shader
- Implemented a voxelization algorithm to convert traditional 3D models made up of triangles into a sparse octree directly on the GPU in a geometry shader
- Designed and implemented a 3D particle simulation where parallelized physics calculations take place in real-time using an OpenGL compute shader

### **Neural Network-Driven Cars Evolved by Genetic Algorithms**

*Skills: Machine Learning, Neural Networks, Genetic Algorithms, Python, Javascript, HTML5*

- An ensemble of genetic algorithms crossbreed and mutate the best performing neural networks to navigate a car through a race car track in as little time as possible
- The neural network takes 13 inputs: 7 forward-facing distance sensors, and 6 mechanical metrics about the car, such as the velocity and steering angle. Its output controls the car's accelerator, steering, and standard and emergency brakes
- The project comprises Python and Javascript and runs natively in modern web browsers

### **Event Ticketing App with Contactless Check-In**

*Skills: Web App, Kotlin, Android, Go, React Native, PostgreSQL Database, Near Field Communication*

- Event hosts can authenticate guests' tickets using Near Field Communication (NFC) on Android devices
- Web server is written in Go with the Fiber framework
- PostgreSQL database contains users, businesses, events, and tickets
- Android app developed in Kotlin with React Native

## UNIVERSITY PROJECTS

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### **SIC/XE Assembly Interpreter in C++**

*Skills: Embedded Systems Programming, Assembly, C++*

- Interpret SIC/XE assembly source code from a plain text file
- General purpose, program flow, and floating point registers
- All register, bitwise, integer, and floating point manipulation instructions
- Comparison and conditional jump instructions
- Interrupt handling and device interfacing for keyboard input

## TECHNICAL SKILLS

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**Programming Languages:** C, Modern C++, Java, Go, Python, Node.js, SQL, GLSL

**Frameworks:** Spring (Boot, Web Services, Data JPA), Fiber, Express, React

**Database Systems:** MongoDB, MySQL, Oracle Database, PostgreSQL

**Testing Frameworks and Tools:** JUnit, Mockito, JMeter, ChaosMonkey

**Machine Learning Instruments:** PyTorch, Tensorflow, Darknet, Scikit-Learn, Stable-Baselines, Gym

**Graphics APIs:** OpenGL (rasterization pipeline, compute shaders for GPGPU)

**Computer Vision:** OpenCV

**Embedded Systems:** Teensy (Arduino)

**Misc.:** Git (version control), Jenkins (CI/CD), IBM MQ (message queue), Apache Kafka (data streaming)