

Joshua Carney

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Education

Millersville University

Millersville, PA

August 2018 – May 2022

- B.S. - Computer Science (College of Science & Technology) – 3.51 GPA
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Career Experience

Software Development Intern

Bentley Systems, Inc

Summer 2021

- Developed new full-stack app in ASP.NET Core for a company-wide API access token management and validation system, interfacing with an SQL database using Entity Framework ORM
 - Updated C# full-stack systems in ASP.NET Core to support a company-wide git management system
 - Automated tasks such as logging and calling credential management APIs with Python scripts to authorize thousands of developer credentials and maintain other existing services
 - Migrated legacy repos from Mercurial to Git, writing pipelines in YAML to build and deploy in the cloud
 - Drove consensus with a mentor for project design and followed best practices such as code reviews and CI/CD cloud deployments
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Projects

“Please Don’t Do This”

Game Maker’s Tool Kit Game Jam

July 2020

- Ranked in the top 2% overall out of over 5400 entries in a 48-hour global game programming competition
- Designed and implemented several features such as car collision prevention, placement adjustment, and spawning algorithms in Unity’s 3D engine with C#
- Organized team GitHub for version control, code review, and issue management

“Waketime Bot”

imMewtable

Winter 2022

- Collaborated with friends to develop a server bot for the Discord application using Python
- Interfaces with waketime.com API to aggregate and display programming statistics and leaderboards for server users such as weekly coding time or most used language to drive server engagement
- Developed OAuth2.0 service to register with the Waketime API and allow for authenticated data retrieval
- Improved scoreboard retrieval speeds by 500% by developing an asynchronous HTTP request algorithm

“JSMACH_UML”

Millersville University

Fall 2021

- Created a UML editor desktop app according to client specification in a semester long project
 - Assumed role of scrum master, ensured daily scrums were submitted, blockers were removed, and distributed responsibilities to four additional team members
 - Coded backend in C++, dividing and organizing tasks using GitHub
 - Designed overarching program architecture with group, using a model-view-controller (MVC) design
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Additional Skills

- Java, C, JavaScript
- Visual Studio, Eclipse, MongoDB, .NET, GitHub, Azure DevOps
- Data structures and algorithms, discrete math
- Database management systems; SQL and NoSQL
- Agile software development cycle, technical writing
- Object-oriented design and functional programming