

Josh McFarlin

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Education

Georgia Institute of Technology

Candidate for Bachelor of Science in Computer Science

August 2017 – May 2021

Experience

BetterCloud – Software Engineer Intern

January – May 2019

- Developed automated processes in Java and JavaScript to serve as middleware interfacing dashboards with microservices and APIs for customer use.
- Improved functionality and design of BetterCloud's customer and internal development dashboards using React and Redux connected to a Spring back-end through REST APIs.
- Created a new REST endpoint with Java Spring and a dashboard in React in spare time for viewing and organizing data, saving developers across many teams valuable time by removing four stages needed to access data.

Involvement

Bits of Good – Manager

January 2020 – Present

- Currently serving as an engineering manager for Bits of Good, an organization pairing students with local nonprofits to code custom software for different needs.
- Developing a mobile-first web app for Liv2BGirl, a social media network connecting young women with mentors.
- Serving as lead engineer and architect, overseeing all junior and senior engineers for the team.
- Creating a developer roadmap, running scrum meetings for engineers, and serving as the intermediary between the product, design, and engineering teams.

Bits of Good – Developer

September 2019 – December 2019

- Developed a web application to streamline the process of nonprofits requesting help from Bits of Good.
- Served as lead back-end engineer, leveraging Next.js for API hosting and server-side rendering, interacting with a MongoDB database for permanent storage.
- Taught teammates the advantages of server-side rendering, and methods of implementing the process through Next.js.

Skills

Languages: Java, Python, JavaScript, HTML, CSS, C

Libraries and Frameworks: React, Next.js, Redux, Node.js, Express, Django, Flask

DevOps: Git, Docker, Gradle, Firebase, Google Cloud, Amazon AWS

Databases and Content Delivery: MongoDB, SQLite, Cloudflare, Cloudinary, Sanity

Projects

SquatBuddy

August 2019 – Present

- Formed a startup as part of Create-X Capstone and served as the lead software engineer and architect.
- Identified issues with the safety of exercising, and explored solutions using machine learning and computer vision.
- Formulated implementation plans through repeated rounds of market research, physical prototypes, and continuous code optimizations.

CoinQR

May 2019 – Present

- Created a web app in React for generating a single QR code for receiving donations in over 100 cryptocurrencies while enabling creators to update the information at any later date.
- Implemented authentication and permanent storage with Node and Express interfacing with Firebase.
- Improved speed, reliability, and SEO of website through the use of server-side rendering by Next.js.

Donation Tracker

September – November 2018

- Built an Android app in Java for providing information about donation centers, allowing users to find nearby donation centers, and employees to view, search, and edit inventories for each location.
- Lead the development for the team of five, assigning roles to each developer to simplify overall development.
- Individually released an alternative web implementation in React to enable more devices to use the service.