

Joshua McFarlin

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Education

Georgia Institute of Technology

August 2017 – May 2021

Candidate for Bachelor of Science in Computer Science

Experience

BetterCloud

January – May 2019

Software Engineer Intern

- Developed customer-facing workflows in JavaScript connecting dashboards with automated tasks for multiple SaaS app integrations.
- Built a dashboard for retrieving the operating status of different APIs using React and Java Spring, saving developers across many teams valuable time by removing four steps needed to access data.
- Improved functionality and design of customer and internal dashboards using React and Redux connected to a Spring back-end through REST APIs.

Leadership & Involvement

Bits of Good

January 2020 – Present

Manager

- Currently serving as a manager for Bits of Good, an organization pairing students with local nonprofits to code custom software for different needs.
- Led development of a mobile-first web app for Liv2BGirl, a social media network connecting young women with mentors.
- Worked with a product manager to develop a feature roadmap and coordinated work among developers by assigning tasks and providing help as needed.
- Helped Bits of Good transition to server-side rendered React projects using Next.js by developing detailed templates and documentation for implementing the technologies.

Bits of Good

September – December 2019

Developer

- 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 serving API routes and server-side rendering, interacting with a MongoDB database for permanent storage.

Skills

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

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

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

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

Projects

SquatBuddy

August – December 2019

- Formed a startup as part of Create-X Capstone focusing on providing detailed analytics of workouts.
- Developed a physical device for tracking the performance and quality of a workout while preventing possible injuries.
- Led development of software and embedded technology using machine learning and computer vision for analysis.
- Formulated implementation plans through repeated rounds of market research, physical prototypes, and continuous code optimizations.

CoinQR

May – December 2019

- 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 using Firebase interfacing with a Node and Express server.
- Improved speed, reliability, and SEO of website through the use of server-side rendering with 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.
- Led 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.