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Joshua Ross
Software Engineer

SUMMARY

Driven software developer with high-functioning autism. Offers strong task prioritization skills and is eager to contribute to team success through hard work, attention to detail and excellent organizational skills. Ambitious and determined to learn, grow, and excel in programming and software development.

EDUCATION

Bachelor of Science in Computer Science and Biblical Studies   Aug '20 - Dec '24

College of the Ozarks   Point Lookout, MO

Computer Science GPA: 3.56

KEY SKILLS

Computer Science, Software Development, Adaptability, Interpersonal Skills, Verbal/Written Communication, Organization, E-Commerce, Version Control, Documentation, Peer Tutoring, Problem Solving

TECHNICAL SKILLS

Python, C#, Java, HTML, CSS, JavaScript, React.js, Visual Studio, Microsoft Office, Unity, GitHub, GoDaddy

PROFESSIONAL EXPERIENCE

Ecommerce Developer   May '24 - Aug '24

Bass Pro Shops   Springfield, MO

Maintained the Bass Pro Shops website by implementing bug fixes and new features.

- Carried out assignments with a positive mindset and patient troubleshooting.
- Coordinated with co-workers to deliver updates with agile methodology.
- Applied a growth mindset to continue learning about web site design.

Computer Science Teacher's Assistant   Aug '21 - Dec '24

College of the Ozarks   Point Lookout, MO

Assisted professors during computer science courses, maintained the labs, and tutored other students.

- Performed everyday tasks with a positive mentality and attention to detail.
- Coordinated with co-workers to deliver updates with agile methodology.
- Assisted the professors with their courses and the students with a positive and patient attitude.

IT Technician   May '21 - Aug '21

College of the Ozarks   Point Lookout, MO

Operated the college's IT helpdesk, troubleshooted electronic devices, and refreshed over 200 campus computers.

- Carried out day-to-day duties with productivity and prioritization.
- Learned new skills and applied them to daily tasks to improve efficiency and productivity.

PROJECTS

Project Elef   Jan '24 - May '24

College of the Ozarks, Point Lookout, MO

Talk to the characters freely with the power of artificial intelligence.

- Harnessed OpenAI's API combined with my proficiency in Unity and C# to provide an innovative dialogue system.
- Discussed details and progress with three college professors to ensure the development, documentation, and demonstration of a quality product.
- Collaborated with over five stakeholders for criticism and feedback to improve the game itself.