Joshua Kahlbaugh

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https://joshuakahlbaugh.pages.dev

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Summary _____

Computer science professional focused on expanding expertise in emerging technologies. Experienced in TypeScript, JavaScript, Python, and Java. Highly adaptable and seeking a collaborative team role with continued opportunities for skill development.

Education _____

BS University of St. Thomas, Major in Computer Science, Minor in Data Science

Sept. 2021 to May 2024

- GPA: 3.96/4.0
- **Coursework:** Intro-Programming and Problem Solving, Object Oriented Design and Programming, Data Structures-Object Design, Computer Architecture, Information Security, Web Development, Artificial Intelligence and Robotics, Data Mining and Machine Learning, Algorithms, and Senior Capstone.
- Graduated Summa Cum Laude

Projects _____

Personal Website ☑ September 2024

- Developed a Tic-Tac-Toe game that uses artificial intelligence to find the best possible move to make against the player.
- Created a Sudoku game that correctly shows when the user makes a move highlights the position of relevant numbers by passing properties through react components.
- Used TypeScript, React, TailwindCSS, NextJS, and NodeJS.

Lego Robotics Project May 2023

- Assembled a LEGO MINDSTORMS EV3 robot and programmed it to voice out and then draw letters on a piece of paper using a sharpee marker.
- Proficiency using Python to control the movements of the robot.

Experience _____

SecretLab, LLC, Intern

MN, USA

- Experience with front end design using interface design tool known as Figma
- · Proficient with React and React Native

Feb. 2021 to Dec. 2023

Additional Experience _____

Tutor: Setup and configuration of computer systems.

Computer Science Club Member: Engaged with fellow students about the future of computer science.

Technologies _____

Languages: C, Java, JavaScript, TypeScript, Python, HTML, CSS, React, React Native, and LaTeX

Software: Visual Studio, GitHub, Gitlab, Figma, Eclipse, XCode, and IntelliJ IDEA Ultimate