

Joel Koreth

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Education

University of Illinois at Chicago

Aug 2018 – Dec 2021

Bachelor of Science in Computer Science

Relevant Coursework: Parallel and Distributed Processing, Introduction to Supercomputing, Software Engineering I, Principles of Concurrent Programming. Algorithms, Data Structures, Languages and Automata, Computer Design

Skills

Web Development: Bootstrap, HTML, PHP, CSS

Web Services: Apache, Linux/Unix Administration

Languages: Java, C#, C, Dart, F#, C++, Bash, Python

Tools: Azure DevOps, AWS, OpenMP, MPI, MySQL

Experience

UKG - Techstar (Software Engineer Intern): C#, Typescript, Node.js, Powershell

Jan 2022 – Apr 2022

- Developed a tool to interactively run NUnit test suites on remote test servers.
- Implemented supporting functionality to expose additional test metadata for developing Kibana widgets.

AnA (Software Engineer Intern): PHP, SQL, REST

Jun 2021 – Aug 2021

- Designed and created an API for Kerala State Lottery Web Interface and App updates.
- Configured services to check for new results and push updates to devices.

Intekor (Software Engineer Intern): PHP, SQL, REST, Javascript, CSS, Azure DevOps

Jun 2020 – Sept 2020

- Created a data management web interface using PHP and MySQL for technical support staff and admins.
- Integrated Javascript libraries into custom dashboard made with CSS and HTML for data visualization.
- Configured Azure DevOps for Continuous Integration and Continuous Deployment for iOS and Android.

Projects and Activities

Smart Glove

Aug 2021 - Dec 2021

- Helped design and build a wearable device that works as an alternative input mode for amputees and also a way to immerse users in interactive media such as video games.
- Built a prototype video game to interact with the glove for demo purposes.

VIN-Bladel

Aug 2017 - May 2018

- Led a team to develop a car repair and part management mobile app for automotive courses
- Integrated VIN decoding API integralon from barcode scanning and Firebase integration for cloud sync

Google Code-In

Winter 2016 and 2018

- Collaborated with organizations such as Ubuntu, KDE, and Haiku in tasks such as testing applications, writing documentation, and fixing build configurations for Continuous Integration.