

# Josiah M. Kerrick

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## EDUCATIONAL BACKGROUND

California Polytechnic State University

Class of 2022

Information Systems Concentration with Computer Science Focus - 3.401 GPA

- Relevant Coursework: UX/UI, Project-Based Object-Oriented Programming and Design, Data Structures, Computer Organizations, Fundamentals of Computer Science, Blockchain Application Development, Database Systems, System Analysis and Design
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## WORK EXPERIENCE

Freelance Website Development | San Luis Obispo, CA

May 2022 – Present

Full-Stack Developer | Web Developer for Bob and Beth Whitworth

- Managed frontend and backend operations for 3 WordPress websites that assist in the promotion of the book, *Through My Eyes*, by Bob G. Whitworth.
- Migrated websites from an outdated server to a personal server using recent data backups and FTP (file transfer protocols).
- Updated the PHP and website plugins ran on the outdated server and troubleshooted compatibility errors faced when upgrading legacy software.
- Designed new frontend layouts for websites that had not been updated in 8+ years and created a MySQL database that runs on the backend.
- Ran weekly data backups and updated the website per the request of my clients.

Ernst & Young | San Francisco, CA

June 2021 – August 2021

Technology Risk Intern | Consulting Intern for the Uber and Apple Teams

- Effectively aided in meeting project management deliverables by utilizing advanced Excel functions and writing complex VBA functions to automate repetitive tasks.
- Left a long-lasting impact by modifying multiple security protocols such as access control and data backup procedures.
- Monitored application walkthroughs with the Uber team and documented when security protocols were not SOX compliant.
- Utilized Power BI data modeling to create powerful KPI dashboards on Uber's environmental impact.
- Collaborated with the Apple consulting teams of 7 members to ensure quality and enforcement of companywide fraud audit controls that were U.S. GAAP compliant.

Cal Poly Information Technology Systems Dept. | San Luis Obispo, CA

April 2019 – April 2022

Desktop Support Student Lead | Lead Student Assistant for the Cal Poly IT Department

- Reduced calls to our service desk department by 20% by implementing a proactive solution to user errors and hardware malfunctions.
  - Trained and managed a team of 8 student assistants to proactively catch and fix hardware issues before they became an issue.
  - Worked on a team with 1 other student lead and 6 IT experts in order to come up with solutions to technological issues around campus, ranging from broken projectors to campus wide Wi-Fi outages.
  - Reimaged and setup 10-20 staff computers a week and managed security groups and policies for those devices using Active Directory.
  - Utilized Microsoft Azure's docker, ACS, to manage containers and deploy apps such as Microsoft OneDrive to devices across campus.
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## PROGRAMMING PROJECTS

Interstellar Hangover Video Game | San Luis Obispo, CA

Jan 2022 – April 2022

Co-Developer

- Designed and developed a 3-dimensional arcade shooter with 4 other software engineering students which was published on Unity play: <https://play.unity.com/mg/other/webgl-uz5>
- Practiced game design fundamentals in Unity by implementing physics-based movement and collisions into the game, therefore making a more realistic gaming atmosphere for users.
- Coded an A\* path-finding algorithm in C# for enemy AIs that improved gameplay by creating a more challenging gaming environment.
- Managed a product backlog of key game features and supervised 4 two weeklong sprints that implemented various features into the game such as shooting and 3D movement.
- Conducted 4 rounds of play testing with people from various backgrounds after each sprint and implemented feedback into later sprints.

Blockchain Voting Ballot | San Luis Obispo, CA

Jan 2021 – April 2021

Sole Developer

- Created a simple yet effective smart contract for proposing and voting on laws that was completely run on the Ethereum blockchain.
  - Utilized programs such as the Remix IDE for solidity-based OO programming, MetaMask to interact with the Ethereum blockchain, and Ganache to help develop and test my smart contract in a simulated real-world environment.
  - Voting ballot stayed open for 24 hours after the first vote was submitted and was available to anyone on the Ethereum blockchain that paid 0.1 ETH to the owner of the ballot.
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## SKILLS/CERTIFICATIONS

Skills: HTML, CSS, Bootstrap, JavaScript, NodeJS, Ruby, Ruby on Rails, Python, Java, C++, C, SQL, JSON, XML, PHP, Unix, WordPress, Git, GitHub, Agile/Scrum, Solidity, Adobe XD, Adobe Premiere Pro, Adobe Photoshop, Slack, JIRA, Microsoft Teams

Certifications: AWS Solutions Architect

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## INTERESTS/HOBBIES

- Delta Chi Social and Philanthropy Chair, Teaching Assistance/Tutoring, National Society of Black Engineers (NSBE), Guitar, Piano