Joshua Lynn

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GitHub: https://github.com/lynnjm7 | Twitter: @lynnjm7

Education

BS Computer Science, Math Minor. University of Nevada, Las Vegas, *December 2012*

Skills

Programming Languages: C, C++, C#, Java, Objective-C, Swift, Python, JavaScript, Go
Graphics Libraries: OpenGL, OpenGL ES, WebGL, GLSL, CUDA
Databases: SQLite, MySQL, PostgreSQL, DynamoDB, MongoDB
Operating Systems: Windows, Linux, macOS, iOS, Android
Development Tools: Git, Maven, Gradle, Make, Android Studio, Xcode, Visual Studio, Vim
Development Methodologies: Scrum, Agile, TDD

Employment History

Lead Software Engineer, Apartments247.com, December 2014 – Present

- Managed a team of 8-12 engineers on various projects, including REST APIs, iOS and Android apps, and internal tooling.
- Lead engineer on constructing REST APIs on a distributed microservices architecture to support several thousand mobile and web apps. These services were implemented leveraging several AWS services including, SQS, EC2, DynamoDB, Aurora, Lambda, S3, and API Gateway. Implemented using Java, Go, Node.JS, and Python.
- Built Internet Listing Service (ILS) for apartment communities. The Aptcast ILS was implemented with Swift (with some use of C and Objective-C for various components) and released for iPhone. Project was discontinued due to business decisions to focus on resident apps.

Software Engineer (Contract), Galavantier, February 2014 – July 2014

- Technical lead on *Marko's Guest List* iPhone app, implemented in Objetive-C.
- Maintained and extended *Marko's Guest List* Drupal APIs using PHP and MySQL.
- Implemented a custom Customer Service pipeline tool, in Drupal, to aid service representatives in responding to leads generated from the iOS app.

Software Engineer (Contract), Lambda TD Software, June 2013 – December 2013

- Implemented features and bug fixes on the *LFE Five Home Automation Platform*. The platform consisted of a Java Spring REST API with a PostgreSQL database. The goal of the project was to provide a common interface that would provide access to multiple standard automation protocols. The API used existing Java SDKs or called C/C++ through the JNI for interacting with the protocols. The platform was implemented on a Raspberry Pi for a proof of concept.

Other Experiences

Founder and Organizer, Las Vegas Go Meetup, July 2015 – Present
- Organized presentations and meetings to discuss the Go programming language to create an environment fostering the growth and development of the Las Vegas Golang community.

Founder and Organizer, Las Vegas SIGGRAPH Meetup, September 2015 – Present
- Organized presentations and meetings to found a computer graphics community in Las Vegas.

Professional Memberships
- ACM and SIGGRAPH, since 2011
- IEEE and IEEE/CS, since 2011
- SIAM, since 2012
- IGDA, since 2016