

Josh Plooster

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Education

Bachelor of Science, Computer Science, *emphasis in Networks* May 2015
College of Science & Engineering, University of Minnesota – Twin Cities, Minneapolis, MN
Relevant Coursework: Network Administration, Emerging Network Technologies and Applications, Computer Security, Computer Networking, Advanced Networking, Error Correcting Codes and Finite Fields, Developing the Interactive Web, Programming Graphics and Games, Advanced Algorithms and Data Structures

Skills

Technologies: Visual Studio, Visual Studio Online (TFS), Xamarin, Git, Eclipse, NetBeans, PHPStorm/Webstorm, XCode, Cordova/PhoneGap, Microsoft Office, MatLab, proficient in the use of Windows, Linux, and OS X
Computer Languages: C#, XAML, Java, PHP, C++, C, Python, SQL, HTML, JavaScript, jQuery

Professional Experience

Brady Corporation (*Plymouth, MN*) June 2015 – Present
Software Engineer

- Designed a consumer-driven mobile printing solution enabling customers to easily and seamlessly utilize Brady products, driving customer engagement and revenue.
- Utilized emergent development tools (C#/Xamarin) to architect a seamless cross-platform experience.
- Collaborated with a diverse team of software, user experience, and test engineers in an agile development environment.

Deluxe Corporation (*Shoreview, MN*) May 2015 – June 2016
PHP Development Consultant

- Created a web-based platform to aggregate financial marketing data for reporting and forecasting.
- Coordinated with various business units to develop a user-first, extensible, long-term solution.

Delivered LLC (*Minneapolis, MN*) March 2015 – September 2015
Lead Developer

- Designed and developed an end-to-end product delivery solution for convenience-driven consumers.
- Implemented hybrid web and mobile tools to create a cohesive cross-platform smartphone application.

Stone Tower (*Minneapolis, MN*) November 2014 – July 2015
Mobile Web Developer

- Developed a mobile-marketing app to connect consumers to businesses with no upfront cost.
- Directed the adaptation and use of cross platform development tools and interactive web technologies.

Pearson VUE (*Bloomington, MN*) June 2014 – October 2014
Configuration Management Intern

- Implemented DevOps best practices to streamline VUE's development, testing, and release cycle.
- Automated software release processes to simplify code branching, building, and deployment.

Pearson VUE (*Bloomington, MN*) June 2013 – May 2014
Technical Intern – Project Management Office

- Created training and support system for VUE's project management tool and processes.
 - Developed a system to automate the testing of the project management tool.
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Activities

Reformed University Fellowship – Leader June 2012 – December 2015
Association of Computing Machinery – Member August 2013 – May 2015