Josh Goldberg

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WEB DEVELOPMENT • FULL STACK ENGINEERING • OPEN SOURCE

Education: Rensselaer Polytechnic Institute

B.S. Computer Science, 2015

Microsoft Sway, Software Engineer 2

March 2016 - Present

Web client and engineering systems developer on TypeScript/C#/ASP.NET/Azure web app.

- Core architect on client application rewrite; internal open source advocate.
 - o Architected hybrid MVVM and Flux architecture using React, MobX, and Inversify.
 - o Set up local and CI test environments with Jest, Enzyme, and Selenium.
- Rearchitected infrastructure to lazy-instantiate app components for 10-20% faster startup times (*TTFV*) with 15% fewer network requests.
- Kickstarted conversion of 250,000-line platform from internal MVVM frameworks to React and MobX via manual refactors and automatic code generators within year-long project.

Microsoft Dynamics CRM, Software Engineer

August 2015 - March 2016

- Integrated Azure machine learning APIs in client app with TypeScript, React, LESS, and C#.
- Prototyped experimental cloud-based entity management using C#, SQL, and Azure.

Microsoft Dynamics AX, Software Engineer Intern

June 2014 - August 2014

- Architected support search aggregator API & website using TypeScript, C#, and ASP.NET.
- Used statistical analysis to find trends across multiple APIs, e.g. StackOverflow & Yammer.

Schalk Lab, Neurosciences I.T. Intern

May 2012 - January 2014

- Designed and created Drupal site with custom UI and PHP & MySQL management panel.
- Developed MySQL database manager and analytics viewer in MATLAB for BCI2000 data.
- Prototyped real-time lab video displays using C++ & Qt4; helped upgrade BCl2000 to Qt5.

OPEN SOURCE

FullScreen(Pokemon|Mario)

TypeScript remakes; near-100% original accuracy, random map generation, mods, and level editing.

2.68 million unique visitors to FullScreenMario on release month prior to Nintendo DMCA takedown.

TSLint & TypeScript

Frequent open source contributor.

Maintainer: tslint-microsoft-contrib, tslint.msbuild.

General Language Syntax

Meta-language syntax to describe OOP code; written in TypeScript; can compile itself to output languages. Outputs C#, Java, JavaScript, Python, and Ruby. C#-, TypeScript-, and English-to-GLS converters.

Rensselaer Center for Open Source

Program coordinator, joint Microsoft & RPI program. Mentoring college student open source developers.

LANGUAGES

LIBRARIES

PLATFORMS

TypeScript, JavaScript, C# C, C++, Java, Python, PowerShell React, MobX, Webpack Jest, Redux, Selenium Git & GitHub; Open Source npm; NuGet; Travis CI; VSTS