

Joshua Prila

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<u>Education</u>	Illinois Institute of Technology B.S in Computer Science GPA: 3.3	May 2023
<u>Skills</u>	<ul style="list-style-type: none">• Python<ul style="list-style-type: none">◦ NumPy, Matplotlib, Flask◦ League of Legends API; Data Dragon, RiotWatcher, Leaguepedia• JavaScript<ul style="list-style-type: none">◦ React, Node, Discord.js, Spotify API, Firebase• GitHub, Git Bash, Shell Scripting• Java, C++, C#, SQL	
<u>Experience</u>	World Wide Technology EMDM Intern <ul style="list-style-type: none">• Automated database maintenance & testing processes to speed up workflow for dozens of internal WWT teams.• Ran optimization and development for enterprise master database	May 2022 - Present St. Charles, MO
	Idea Shop Web App Developer <ul style="list-style-type: none">• Maintain Check-In Kiosks used by hundreds of IIT students/staff and added new registration functionality to website. Worked in Flask and Bootstrap for managing user use of Idea Shop machinery• Updated SQL database and improve integration with backend for organizing the Idea Shop's users	May 2021 - August 2021 Chicago, IL
	Backpat Tutoring Web Developer/Engineer <ul style="list-style-type: none">• Create website for Backpat Tutoring, service to connect K-12 students to college level tutors around the nation• Website created in React.JS & Firebase from ground-up	July 2020 - August 2021 Chicago, IL
	Limitless Dance Crew (LDC.IIT) Treasurer, Choreographer/Performing Member <ul style="list-style-type: none">• Choreographer for 2 school showcases a year, and several smaller events• Teaching classes with around 20 people of various dance backgrounds• Accumulated 6 years of urban dance experience	August 2019 - Present Chicago, IL
<u>Projects</u>	HoneyCoGames Founder, Programmer, Game Director <ul style="list-style-type: none">• Manage growing team of 12 along all aspects of game development: Code, visual art, sound, advertisement, and finance.• Develop and test Unity software for debut game release• Winner of Talon's Choice Award at Illinois Tech's GameIITes GameDev competition• Learn about our team at https://www.honeycogames.com/	November 2021 - present Chicago, IL & St. Charles, MO
	Synesthesia PickHacks 2021 Hackathon Entry Winner - Freshest Hack <ul style="list-style-type: none">• Designed React Web App to recommend pairing a meal based off a user's favorite songs, or new songs to pair with a user-inputted meal.• Recommendations are based off scientific research linking flavor-types and musical attributes to maximize enjoyment of the multisensory experience• Utilized the Spotify Web API and Auth Flow	April 2021 Virtual Hackathon