# Josiah Plett

University of Waterloo Computer Science | 6th co-op, Fall '25

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## Qualifications

- Languages: **TypeScript/JavaScript, C/C++, Python, HTML/(S)CSS/JSX, Go, Java, GLSL**
- Tools: **Next.js, Postgres, Prisma, Tailwind, Docker, Node.js, AWS, Vercel, Firebase, GraphQL, React/Vue/Svelte/Angular, Three.js, MUI, Swagger, Nginx, Git/P4V, Figma**
- Great communicator and proactive developer who consistently delivers on deadlines

## Work Experience

**Full-Stack Developer** ★ Will be working at **Indus AI** from January to April 2025, full stack in **React** and **Go**

**Founding Developer**
Portage Labs
May '24 - Present
- **Scoped, designed,** and **delivered** the fully-featured product MVP from scratch
- Built the foundation at production quality with **Next.js, Postgres, Prisma, Sentry.io, Github Actions, Tailwind, shadcn/ui, Tanstack Query, Resend** for emails, and a **DnD UI**
- **UW Co-op Student of the Year Nominee**, for an "amazing, amazing job"

**Rogers 5G Research**
Mitacs Accelerate - '24
- **Lead Dev** of an on-ambulance **data pipeline** and **AI model** now actively being piloted in **3** Canadian hospitals, with potential to save up to **30% of at-risk patients' lives**

**Game Programmer**
Tactic Studios - '23
- **Resolved** client-server desyncs by **overhauling** the engine's data serialization, in **Java**
- **Proactively** supported different consoles' **UI/UX** requirements, increasing **accessibility**

**Full-Stack Developer**
Ouster - '23
- **Led** a team that overhauled our **entire C++ sensor network** before an 8 week deadline
- **Optimized 3D** vertex shaders in **GLSL**, improving client computer computation by **300%**

**Full-Stack Developer**
Adaptive Pulse - '22
- **Spearheaded**, built, and rolled out **2** primary entry-point services
- **UW Co-op Student of the Year Nominee**, for "pragmatism and relentless work ethic"

**Entrepreneur**
Jan '24 - Present
- **Won** the **Velocity $5K** Pitch, to build a multiplatform herd management app, **SheepIt**
- **Won** the **Social Impact Fund** Pitch, for a mental-health focused app, **Echo Notes**

## Applicable Projects

**Indie Game Dev**
2013 - Present
- Designed, built, illustrated, and **released 19 original**, fully featured games (portfolio)
- Profitably **licensed** a polished game, Split Second, reaching **100,000+ players**

**Pentris** (code)
- Top-rated Tetris web game in **Next.js**, custom **keybinds**, live leaderboard, **200+** players

**Strong Chess Engine**
- **Designed** and **built** a **C++** Chess Engine ranked ~**200th** worldwide with two friends

**Go Chess CLI**
- Implemented a **custom** FEN reader and **CLI** with **Go**, to display chess games

**Hackathons**
- Won the UWaterloo Game Jam and placed third in the JamHacksV international hacks

**Cube-Solving Robot**
- **Led** a team that built a Rubik's cube solver, writing **100+** custom algorithms in **Python**

**UW Course Author**
- **Co-led** and ran this **official** redesign of UW's SE101 course from **C#** to **TypeScript**

**Fundraiser Leader**
- **Assembled** a team of **36** and raised **$2000+** for CMHA's mental health initiatives

## Achievements

- **Three** Official Guinness World Records
- Runner, Slackliner, Climber, Pianist
- **Volunteer notetaker** for UW AccessAbility in **11** classes
- **92%** faculty average; UW **Engineering Honours** List