

Josiah Plett

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

- Languages: TypeScript/JavaScript, Go, SQL, C/C++, Python, HTML/(S)CSS/JSSX, Java
- Tools: Next.js, React/Svelte/Angular, shadcn/MUI/Ant, Redux/Tanstack, RHF, Figma, Postgres, Docker, Node.js, AWS, Vercel, Firebase, GraphQL, Three.js, Tailwind, ...
- Product leader who constantly pushes the agenda

Work Experience

- Full-Stack Developer** ■ Scoped, designed in Figma, and built from scratch a new product that closed two deals worth \$120,000 additional ARR within 3 months
Stealth Startup
Jan '25 - Present ■ Tools: React, Redux/RTK Query, AG Grid, Go. APIs: OpenAI, Google Drive, Twilio
- Founding Engineer** ■ Built an entire product from Figma to production with Next.js, Postgres, Prisma, shadcn/ui, Tanstack Query, Sentry.io, Github Actions, Resend, and a DnD UI
Portage Labs
May '24 - Apr '25 ■ UW Co-op Student of the Year Nominee, for "an amazing, amazing job"
- Rogers 5G Research** ■ 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
Mitacs Accelerate - '24
- Frontend Developer** ■ Led a team that overhauled a major full-stack service before an 8 week deadline
Ouster - '23 ■ Optimized 3D vertex shaders in GLSL, improving client computer computation by 300%
- Full-Stack Developer** ■ Researched and remade our entity resolution algorithm, increasing accuracy 4-fold
Adaptive Pulse - '22 ■ UW Co-op Student of the Year Nominee, for "pragmatism and relentless work ethic"
- Entrepreneur** ■ Won the Velocity \$5K Pitch, to build a multiplatform herd management app, SheepIt
Jan '24 - Present ■ Won the Social Impact Fund Pitch, for a mental-health focused app, Echo Notes

Relevant Projects

- Indie Game Dev** (site) ■ Designed, built, illustrated, and released 19 original, fully featured games
2013 - Present ■ Profitably licensed a polished game, Split Second, reaching 150,000+ players
- Pentris** (code ★7) ■ A top open-source Tetris game in Next.js, with keybinds, leaderboard, 200+ players
- My Site** (code ★6) ■ All custom SEO'd SSG blog and lazy-loaded layout (WCAG 2.2 and ARIA compliant)
- Chess Engine** (code) ■ Designed and built a C++ Chess Engine ranked ~200th worldwide, with two friends
- Go in Go** (code) ■ Built a beautiful Go TUI and rule engine in Go, with unnecessarily great code quality
- Machine Learning** ■ At lichess.ai, I host in-depth data analysis of the lichess.org open database with ML
- Java Auth** ■ An encrypted authentication implementation with RMIs, ACLs, & sessions from scratch
- Hackathons** ■ First in the UWaterloo Game Jam / Third in the JamHacks V International Hackathon
- UW Course Author** ■ Co-led and ran this official redesign of UW's SE101 course from C# to TypeScript

Achievements

- Three Official Guinness World Records
- Volunteer notetaker for UW Accessibility in 13 classes
- Runner, Slackliner, Climber, Pianist
- 97% faculty average; UW Engineering Honours List