Joshua Richardson

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US Citizen in Upland, CA

Education & Certificates

- B.S. in Computer Science from Western Governors University Status - Graduated

Work History

Middle School Tutor at Options For Youth, CA *Aug 2024 to Current*

- Led one-on-one instruction and group classes for middle school students in math, English, history and science, bringing students up to grade level and helping our site lead the charter in math score growth and lowest chronic absenteeism.

Software Engineer at Bond, CA *Jan 2023 to Mar 2024*

- Built interactive marketing websites for movies and video games with JavaScript, HTML, CSS, Vue.js, Nuxt.js and AWS that stayed fast under viral launch-day traffic.
- Led the front-end migration to React and Next.js, working cross-functionally with design and development teams through a phased rollout so new sites were faster to build.
- Automated visual regression and cross-browser testing with Cypress, BrowserStack and GitHub Actions CI/CD so every site worked on any browser or device before clients saw it.

Software Engineer II at American Express, AZ *Apr 2022 to Oct 2022*

- Architected the move from one large GraphQL service to a federated graph with Node.js, Express.js and Apollo Federation, setting metrics so each rollout phase could be checked.
- Built middleware in a monorepo that timed and logged API requests and responses, sending the data to a Kafka event queue and caching results so data loaded quickly.
- Wrote clear documentation and worked in Agile sprints on a greenfield project, asking focused questions to clarify requirements and keep the team aligned.

Software Developer at Linear Systems Inc, CA *Jan 2020 to Mar 2022*

- Built a React and Node.js web app and an iOS and Android app with encrypted uploads and SHA-256 hashing so agencies could store evidence and prove chain of custody.

- Rebuilt the evidence system with a Fastify server, Neo4j, Redis caching, JWT sessions and Apollo Client on CLEAN architecture so each agency could customize it.
- Ran the servers on Linux with Docker Swarm to scale with demand and backed up evidence across on-premises servers with cron jobs and rsync so no data lived in only one place.

Projects

Dice Augur

- Built a tabletop campaign platform with TypeScript, React, TanStack Router, Tailwind CSS and a real-time Convex backend so game masters could keep each campaign in one place.
- Added offline editing with IndexedDB that syncs when users are back online, plus a guided tour so anyone could try a demo campaign without an account.
- Built a Node.js media server in Docker that converts audio and images with ffmpeg, plus an MCP server so game masters could have AI assistants update their campaigns safely.

Field Show Web App for Paloma Valley High School Marching Band

- Built a Game Boy-style web app for the band's field show with TypeScript, JavaScript, HTML, CSS, React and Tailwind CSS so the audience could play along on their phones.
- Set up a real-time Convex backend and an authenticated admin panel so band staff could move every audience member's phone through the show and run live polls.
- Created retro graphics with PixiJS and GLSL shaders, ran the show's flow on XState state machines and deployed on Vercel so it felt like a handheld game.

msEngage for Options For Youth

- Built a scheduling and session tracking app with TypeScript, React, Next.js, tRPC, Tailwind CSS and SQL so staff could track every student's sessions in one place.
- Created monthly attendance, engagement and tutor schedule reports with Drizzle ORM and Turso so site leaders could follow each student's attendance all year.
- Added role-based access, staff invitations and read-only admin accounts with Clerk, plus Sentry error monitoring, so multiple school sites could share the app securely.