Joshua Lorincz

604-842-6102 • Berkeley, CA • jolorincz@icloud.com • https://lajz.github.io/

EDUCATION

University of California, Berkeley | BA in Computer Science and Applied Math   Expected Graduation: Spring 2024
GPA: 3.92/4.0
Relevant Math Courses: Linear Algebra (Math 54, Math 110), Discrete Math (CS 70), Multivariable Calculus (Math 53), Real Analysis (Math 104), Abstract Algebra (Math 113) (in progress)
Relevant CS Courses: Operating Systems (Highschool Cross Enroll), Data Structures (CS 61A, CS 61B), Designing Information Devices (EECS 16B), Efficient Algorithms and Intractable Problems (CS 170), Computer Architecture (CS 61C) (in progress)

EXPERIENCE

Undergraduate Student Researcher   Oct. 2021 – Present
RAISE Lab | Berkeley, CA
- First author of academic paper on using emulations of electric grids to pre-train RL agents for price setting, led construction of experiments as well as paper writing.
- Built data models supporting prediction of localized individual energy demand using pandas and NumPy.

Software Engineering Intern   May. 2022 – Aug. 2022
Salesforce | San Francisco, CA
- Created interactive dashboard generation tool allowing for the aggregation and visualization of business-critical data.
- Worked with a team to design and build a new data pipeline utilizing pydantic for modeling and validation.

Backend Developer   Nov. 2020 – Nov. 2021
DealEngine | Redwood City, CA
- Developed Flask REST API to handle data pipeline and aggregation tasks for production system.
- Designed and integrated scalable authentication system to securely provide high-priority services for end-users.

Software Development Intern, National IT Jira Team   March 2021 – August 2021
Federal Reserve Bank | Richmond, VA
- Led automation of business-critical tasks including data migration and project creation affecting 6000+ employees.
- Using Groovy and the Jira API conducted large-scale data collection and aggregation to support 1000+ employees.

Founder   April 2020 – Nov. 2020
Skipt | Vancouver, Canada
- Managed small team to create platform helping businesses handle schedules and lines due to COVID-19.
- Developed map-based cross-platform Flutter app and serverless REST API to support mobile app and React site.

PROJECTS

PictureStory (iOS App)   August 2018 – Sep. 2021
- Developed iOS app using Swift that allows users to create video from daily photos.
- Created algorithm tracking contours in users faces enabling automatic face alignment for video creation.

Grouplus (Full-Stack)   Oct. 2018 – Nov. 2019
- Developed team management website for sports teams allowing for increased player-coach interaction off the field.
- Learned front-end: HTML, JS, and Bootstrap; back-end: Node.js and PostgreSQL; and hosting: AWS EC2/RDS/S3

WPGA Schedule App (iOS App)   Feb. 2017 – July. 2017
- Developed school scheduling phone application that is currently used more than 80,000 times a month.

SKILLS

Java, JavaFX, Groovy | Swift | Python, pandas, NumPy, TensorFlow, Ray, RLlib, Flask, pydantic | Node.js, HTML, CSS, JavaScript, Bootstrap, jQuery, AJAX | C | MongoDB, Redis, SQL/PostgreSQL | AWS (EC2, S3, and RDS) | Flutter, Dart | UML, Git, Regex, Linux | Scrum, Agile

SUPPLEMENTAL

Clubs: *Full Stack Web Development Curriculum Officer* PlexTech – Berkeley, *Project Member* E@B – Berkeley
Hackathons: 1st place - Federal Reserve Bank challenge, 2nd place - Altria intelligent agent challenge (RAM Hacks 2020)