Jennifer Joseph

New Orleans, LA | jennifer.n.joseph@gmail.com | 504-237-0331 | https://github.com/jnycolej

EDUCATION

B.S., Computer Science – **University of New Orleans** **Dec. 2024**
A.A.S., Computer Information and Technology – **Delgado Community College** **May 2018**

WORK EXPERIENCE

Full-Stack Software Engineer – Independent Projects | Remote | Jan. 2023 – Present

- Built production-style full-stack applications with authentication, APIs, databases, and containerized workflows.

  Key Projects
  - **BookKeeper** (Library Tracker)
    - **Tech:** React, Node.js, Express, MongoDB, Auth0, REST APIs, JWT, Docker, Tailwind CSS, Git, pnpm
    - Built a full-stack library tracking application (Goodreads-style) using **React, Node.js, Express, and MongoDB**, supporting reading status, formats, ratings, borrowing history, and metadata.
    - Implemented a **secure REST API** with **JWT-protected routes**, role-aware access control, and **Auth0 authentication** for login and authorization.
    - Designed **MongoDB schemas** and validation logic for books, statuses, ratings, and date tracking; implemented full CRUD workflows.
    - **Containerized with Docker** and structured the codebase using modular, service-layer architecture.
  - **Sports Shuffle** (Multiplayer Card Game)
    - **Tech:** React, Vite, Node.js, Express, MongoDB, Socket.IO, Docker, JSON, Git
    - Developed a **real-time multiplayer game** using **React, Node.js, MongoDB, and Socket.IO**, supporting room creation, live scoreboards, and synchronized gameplay.
    - Implemented **server-authoritative game logic** to prevent client-side tampering, including turn enforcement, score validation, and room-scoped event broadcasting.
    - Architected a **modular trivia system** using structured **JSON schemas**, enabling scalable question banks and dynamic game configuration.
    - Applied **production-style patterns** (event acknowledgements, error handling, separation of concerns) and tested concurrent user and reconnect scenarios; containerized workflows with **Docker**
  - **SpotRoulette** (Decision-Based Place Picker)
    - Built a **decision-based application** that filters and randomly selects venues based on user-defined criteria
    - Implemented constraint-based backend selection logic and exposed it via a REST API (Node.js, Express)
    - Designed the application for extensibility, including preference weighting and personalized recommendations

Delivery Driver – Self-Employed | New Orleans, LA | July 2021 – Present
Executive Assistant – City of New Orleans | Feb. 2018 – Dec. 2019

- Supported the Director of Finance with scheduling, correspondence, and cross-departmental coordination
  - **Key Results:** Achieved a 25% reduction in late payment request submissions

Lead Cashier – Ulta Beauty | Gretna, LA | Oct 2014 – May 2018

- Led and directed a team of over 10 cashiers in a high-volume retail environment

CERTIFICATIONS, SKILLS & INTERESTS

- **Certifications:** Software Engineering, University of New Orleans
- **Technologies:**
  - **Languages**: Java, JavaScript, Python, C, SQL (MySQL, Oracle)
  - **Frameworks & Tools**: React, Node.js, Express, React Native, MongoDB, Docker, Jenkins, Socket.IO, Heroku
  - **Other:** Git, REST APIs, JWT, Auth0