

# Joshua Bautista

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## Education

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### University of Waterloo

CANDIDATE FOR HONOURS BACHELOR OF COMPUTER SCIENCE

Waterloo, Ontario

Sep 2020 - Apr 2025

## Experience

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### Amazon

SOFTWARE DEVELOPMENT ENGINEER INTERN

Vancouver, BC

Sept 2024 - Present

### Lyft

SOFTWARE ENGINEER INTERN, BACKEND

Toronto, Ontario

May 2024 - Aug 2024

- Engineered the backend for the Pass Editing feature in Lyft's Price Lock product, addressing **50%** of support tickets and significantly reducing support intervention for a product with over **145,000** purchases and **50,700** active members.
- Led a cross-functional bug bash with engineering, QA, and product teams, rigorously testing the feature to ensure a smooth, stable launch, contributing to the robustness of a product currently supporting over **70,900** active passes.
- Built monitoring and observability tools using Mode for the Pass Editing feature, enabling real-time tracking of key metrics and automated alerts within a product that generated **\$244,000+** in subscription revenue since July 1st.

### Cubic Health

SOFTWARE ENGINEERING

Toronto, Ontario

Jan 2022 - May 2024

- Increased initial page load performance by **100%** by refactoring code, reducing API calls, and optimizing DB queries.
- Strengthened application security by resolving over **100+** vulnerabilities in Docker images and Node.js applications.
- Built an API mock server and testing utilities, elevating unit test code coverage to **95%+** and increasing code reliability.

JUNIOR SOFTWARE ENGINEERING

May 2021 - Aug 2021

- Utilized Angular in the development of features of an internal web application that handles over 88,000 drugs.
- Maintained and updated a Node.js script that imports and processes over 88,000 drugs from MSSQL to PostgreSQL.

### FoodTrain (formerly OrangeTopi)

SOFTWARE ENGINEERING INTERN

Sunnyvale, California

Jan 2021 - May 2021

- Developed **40%** of the React Native mobile application for Android and iOS using Agile methodologies.
- Created a CD pipeline in BitBucket Pipelines alongside Python scripts to reduce deployment time by over **60%**.

SOFTWARE ENGINEERING INTERN

May 2020 - Sept 2020

- Independently developed the company's first responsive landing page with React and Material UI.

## Projects

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### VentexGaming

- Co-led the development of 2 custom game levels for a popular sandbox game, attracting **170,000+** downloads overall.

### Gamelink

REACT (NEXT.JS), CHAKRA UI, FIREBASE, STRIPE

- A SaaS link-in-bio and landing page builder for eSports players, teams, and influencers.

### COVID-19 Timeline

JAVASCRIPT, REACT

- Developed a timeline that visualizes COVID-19 data. Accepted by DigitalOcean's COVID-19 Hub for Good program.

### Uber Driver Simulator

JAVA, JAVA SWING

git.io/JJ6dV

- Developed a driver simulator. Utilized OOP principles to effectively maintain and modify existing code.

## Skills

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**Languages** Python, TypeScript, JavaScript, SQL, LaTeX

**Tools & Tech** Angular, Docker, Flask, PostgreSQL, React, React Native, Node.js, NestJS, Next.js, Express.js, Git