

# Joshua Leger

legermjoshua@gmail.com • (408) 368-0853 • 4645 63rd Street, #1221, San Diego, CA 92115  
<https://github.com/joshatron> • <https://github.com/TheSimpleSoldier>

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## Experience

### Software Developer, Intuit (Contractor with Cydio)

September 2018 - Current

I worked in the TurboTax division of Intuit.

- Eliminated pain points, such as streamlining the number of steps to run tests, for internal tax analysts
- Improved testing time by 75% by creating an automation tool which ran only relevant tests for a release
- Rearchitected a pre-release validation tool to automate it, saving 600 hours annually while catching more bugs
- Leveraged knowledge in Java, Spring, Git, Agile, Maven, Bash, JavaScript, AngularJS, Splunk, Selenium, Jenkins

### Software Developer, PayPal

July 2016 - January 2018

I worked in PayPal's Core Payments division.

- Added functionality and stability to PayPal APIs by contributing to several Spring RESTful and ISO8583 micro services
- Increased test coverage in several micro services by 20% by refactoring and adding unit, functional, and load tests
- Stabilized several core APIs by providing live monitoring, triaging, and server management
- Leveraged knowledge in Java, Spring, Git, Agile, Maven, Bash, Dozer, Jenkins, Elasticsearch, Kibana

### Intern, PayPal

May 2014 - August 2014, May 2015 - August 2015

I interned in the Core Payments division at PayPal.

- Implemented the Spring back end of a json editor web app which reduced development time on projects
- Optimized a test automation framework to improve testing time and complexity
- Triaged live issues in legacy components to help increase stability
- Leveraged knowledge in Java, Spring, C++, Git, Agile, Maven, Bash

## Personal Projects

### Primary Developer, Tak Board Game

I wrote an engine, AI, CLI, and server for the board game Tak.

- Built a robust Spring server that allows for friend management and messaging along with game playing
- Streamlined CLI prompt by adding tab completion and making options flexible
- Both the server and engine have high test coverage to ensure correctness
- Leverage knowledge in Java, Git, Spring

### Primary Developer, File Center

I wrote a simple web app that allows for files to be uploaded to and downloaded from a server

- Designed to be an easy solution for sharing larger files that can't be sent over email or messengers
- Configured to take only a couple commands to get running to reduce friction
- Automatically zips up files as it transfers them to make faster
- Leverage knowledge in JavaScript, TypeScript, HTML, CSS, AngularJS, Angular, Node, Git

### Competitor, MIT Battlecode Competition

I competed for 3 years during college in an annual, AI controlled, real time strategy game on team The Simple Soldier.

- Built a framework to have bots coordinate strategies with minimal communication and adapt to the environment
- Trained neural network with particle swarm optimization to learn the best strategy for fighting other bots
- Developed navigation code that was extremely light in computing power and could handle limited knowledge of the map
- Results per year: 17-32 of 100, 17-32 out of 130, 9-12 of 150 and won D. E. Shaw's Award for Most Adaptive Strategy
- Leverage knowledge in Java, Git

## Education

Montana State University, Bozeman, MT  
Bachelor of Science in Computer Science

## Technical Competencies

Proficient with

- Java, Python, Bash, SQL, Git, Maven, Spring, Jenkins, Selenium

Familiar with

- C++, Perl, JavaScript, TypeScript, HTML, CSS, LaTeX, AngularJS, Angular, Node, OpenGL, Dozer, Elasticsearch, Kibana