

84 John St
Saddle Brook, NJ 07663

Joseph Delgado

Software Engineer

Github: <https://github.com/simply-jos>

Portfolio: <http://veryjos.com/portfolio>

(201) 952 8601
jdelgado002@gmail.com

Work Experience

Software Engineering Intern

Audible

Jan. 2015 - Mar. 2016

- Bootstrapped and created FireTV client for Audible. (Java, Gradle, Scala)
- Worked on the Windows 10 app for Audible and integrated build/validation server. (C#, Python)
- Implemented Audible X-Ray integration, similar to X-Ray for Kindle E-Books. (Java, PostgreSQL)
- Learned to work with massive companies, codebases, and proprietary technologies.

Software Engineer

Activu Corporation

Feb. 2012 - Dec. 2014

- Created video packetizing software for live streaming H264 from embedded platforms. (C)
- Implemented proprietary remote access protocol optimized for various platforms. (Java/Android, Obj-C/iOS)
- Utilized the GPU to improve performance of proprietary PC-based tools. (C++, OpenGL, Intel QuickSync)
- Helped develop transcoding and multiplexing servers for live streams. (C#, C++, ffmpeg)

Education

New Jersey Institute of Technology (2013 - 2017)

Computer Science Major

Languages and Technologies

- C++, C, C#, Java, JavaScript, CSS, Objective-C, PHP, SQL, Go, Node, Python, Bash, Ruby, Rails, HTML
- Visual Studio, VSCode, Unity, UE4, vim, Intelli-J, Android Studio, C-Lion
- Git, SVN, TFS

Selected Projects

GTA: Vive (2016)

C#, C++, D3D11, HLSL, Frida, OpenVR

Reverse engineered Grand Theft Auto: V to add virtual reality and hand tracking with OpenVR/HTC Vive.

Destructoid: <http://goo.gl/kallOS>

Reddit: <http://goo.gl/d4xR2S>

Duck Hunt VR (2016)

C++, Unreal Engine 4

Virtual reality game made in 24 hours for Global Game Jam. Garnered a lot of media attention.

Gizmodo: <http://goo.gl/81hRfF>

C-Net: <http://goo.gl/28gBJD>

Reddit: <http://goo.gl/8lwwCM>

OpenGS1 (2016)

C++

<https://github.com/simply-jos/OpenGS1>

Programming language created for Graal Reborn. A simple, C-like language usable with minimal experience.

Graal Reborn (2010 - 2016)

C++, C#, OpenGL, PHP, Obj-C

<https://github.com/OpenGraal>

Integral member of a complete reverse engineering and re-implementation of Graal Online into an open-source, liberally licensed alternative. Fostered a community of many users over years.

Site: <http://goo.gl/g3czyl>

CSL Engine (2008 - 2010)

C, PSPSDK, PHP

Homebrew game/rendering engine for the PSP. Used for several PSP games including NZP and Halo Solitude.

NZP: <http://goo.gl/lixvhE>

Halo Solitude: <http://goo.gl/TW7oz5>

See portfolio for more links, media, and projects. (<http://veryjos.com/portfolio>)

Other Awards and Achievements

HackNJIT 2015: 1st for "Twitch Plays Melee"

SalesForce CoderPower Challenge: 1st place

HackNJIT 2014: 2nd for "/mice"

HackRU 2013: 3rd for "Hype It Up"

Clubs and Professional Associations

NJIT's ACM Chapter (2012 - 2016)

NJIT's Game Development Club (2012 - 2015)

NJIT's SIG Melee (2014 - 2016)

NJIT's Ultimate Frisbee Club (2012 - 2016)