

# Josh Dickerman

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## Education

California State University, Monterey Bay

**Bachelor of Science in Computer Science**

Graduated December 2024

### Relevant Coursework:

- Software Engineering
- Graphics Programming
- Computer Networks
- Game Development
- Database Systems
- Operating Systems

University of California, Santa Cruz

**C++ For C Programmers Certification**

Certified August 2022

## Technical Skills

### Programming Languages:

- C#
- JavaScript
- C++
- Java
- C

### Frameworks & Tools:

- Unity
- Git
- Bash
- Kubernetes
- Docker
- MySQL

### Other Skills:

- Game Design
- Web Development
- Virtualization & Containerization

## Professional Experience

**Jr. Software Engineer | Portal Robotics Inc, San Jose, CA**

**January 2025 - Present**

- Implemented real-time deployment status tracking into a user portal by integrating the Rancher API, enhancing visibility and responsiveness to end users.
- Developed a network diagnostics service leveraging the Cloudflare Speedtest API, enabling comprehensive bandwidth and latency analytics.
- Deployed and configured server infrastructure using k3s for lightweight Kubernetes orchestration, and streamlined cluster management, application deployments, and monitoring with Rancher.

- Building a stateless testing environment leveraging docker containerization to deploy salt services, k3s clusters, ArgoCD, Rancher, and the company portal to streamline internal development.

## **Intern | Green Matrix Technology LLC, Morgan Hill, CA**

### **June 2019 – January 2020**

- Managed transportation, handling, and custom configuration of RAID 10 hardware on servers.
- Flashed ISO images and configured BIOS settings.

## **Projects**

### **Pocket Pickers**

- Collaborated with a team of two other members to create a 2D action / stealth platformer in **Unity**
- Developed unique enemy behaviors utilizing a finite state machine and the state design pattern.
- Developed a comprehensive character controller with several movement options including a robust teleport mechanic.
- Designed and implemented levels

### **Sugar High**

- Collaborated with a team of three other members to create a 2D speed-run platformer in **Unity**
- **Role:** Integrator & Gameplay Design
- Implemented player mechanics and a buff / de-buff system
- Implemented accessibility settings including colorblind options and localized control schemes

### **YouTube Music Scraper**

- Developed a full-stack web application using **Node.js**, **MySQL**, and **Heroku**.
- Integrated **YouTube Music API** and **Genius API** to enable music search and lyric display.
- Implemented user authentication and features for favoriting songs and artists.
- Enabled browsing of artists, albums, and songs, and provided recommendations based on favorites.
- **Designed and normalized database tables** to 3rd normal form for efficient storage and retrieval.
- Designed a responsive and clean looking front end using **JavaScript** and **Bootstrap CSS**.

## **Home Lab**

### **Proxmox Virtualization Setup**

- Installed and configured **Proxmox** on an old Dell laptop to create a home lab environment.

### **Pi-hole DNS Adblocker**

- Deployed a **Linux container** running **Ubuntu Server** with **Pi-hole** to provide DNS-based ad-blocking for the entire home network.

### **Public Game Servers**

- Set up **Linux containers** running **Ubuntu Server** to host multiple public game server.
- Configured an additional container for a server's admin panel.
- Routed the server's domain through **Cloudflare** to mask public IP.

### **Web Interface For Local AI**

- Created a **Linux container** running **Ubuntu Server** that hosts a webpage that connects to a local instance of **Ollama** on a personal PC.

