(321) 525-0983

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Personal Website:

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Joshua Loufek

Career Objective

To find a work family where I can learn and thrive along with my team and organization.

Work Experience

Evolve, Inc – Marketing & Hosting for National & Local Healthcare, Non-Profit & Government Agencies

Junior Developer / System Administrator   July 2022 – June 2023

- Managed Evolve's website hosting environment by:
  - Supporting growing client base of about 75 websites.
  - Using Digital Ocean, AWS, Cloudflare, and GoDaddy.
  - Exploring, trialing, and recommending new products and services.
- Administered webpages by:
  - Modifying and updating site content.
  - Performing routine website maintenance.
  - Using content management systems such as WordPress, Webflow, Wix and Concrete.
- Focused on ROI by:
  - Managing client billing for website hosting through WHCMS.
  - Cleaning up excess department spending, making the IT department profitable within three months of joining the company.
  - Increasing 2023 first quarter profits compared to 2022 by growing revenue by over 50% and reducing cost by about 20%.
- Enhanced and managed Evolve's email hosting systems by:
  - Operating email hosting through Microsoft 365, Rackspace, and Intermedia.
  - Migrating Evolve's exchange email systems from Rackspace to Microsoft 365.

Education

University of Central Florida – B.S., Computer Science   Orlando, FL

Major GPA: 3.73   Fall 2019 – Summer 2021

Projects

Senior Design: Player Detection and Tracking – Project Lead

- Directed group of five students to develop a web application for gathering and processing data from broadcast soccer videos so professional teams could improve footage analysis.
- Communicated weekly with sponsor, coordinated team meetings, supported team members as needed, coded multiple webpages, and ensured the project stayed on schedule.
- Researched and developed the general system design, real-time player tracking algorithm, interactive webpage utilizing that algorithm, relational database, and all API endpoints.
- Contributed to the web code for the user dashboard, data visualization, and general webpage and API efficiency.

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AI for Game Design: Evictor – Project Lead

- Directed a group of four students to develop a 2D combat-platformer where the player controlled a knight who battles waves of enemies in numerous distinct arenas.
- Designed and created all of the levels.
- Refined the player's movements to achieve a smooth, responsive feel to create a fun, engaging player experience.
- Coded a system to spawn and track each wave of enemies.

Languages, Technologies, and Skills

- Python, C, Java, C#, HTML, Haskell, Erlang
- GitHub, Linux, Unity, WordPress, Webflow, WHMCS, Cloudflare, Visual Studio Code, PostgreSQL, pgAdmin4, MongoDB, Microsoft 365
- Project Leadership and Management, Project Multitasking