

Joseph Atkinson

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Education

Georgia Institute of Technology, Atlanta, GA

August 2021 - May 2025

- Bachelor of Science in Computer Science | Threads: People and Media
- GPA: 3.96/4.0 Overall | 4.0/4.0 Major

Skills

Technologies: React, Vue, Blazor, Flutter, Avalonia, WPF, WebGL, Skia, .NET, WiX Toolset, Advanced Installer, Apache, Cassandra DB, Firebase, Azure App Service, SQL Server, Git, JUnit

Programming Languages: TypeScript, JavaScript, HTML, CSS, C#, Java, C, Python, Dart, SQL, XML

Languages: English — Native, Spanish — Working Proficiency

Experience

Streaming Global

May 2024 - Present

Software Development Engineer

June 2025 – Present

- Served as the technical owner of the client-side Viewer component for a Server-Viewer streaming pipeline, optimizing the Blazor front-end's ingestion, decoding, and rendering of frames and data (X264, JPG, PNG, custom codecs) received from the remote server
- Collaborated on the design of a cloud-based virtualization system for retail POS software leveraging the real-time streaming infrastructure, offloading local computing requirements from in-store terminals
- Implemented a synchronized Video.js plugin that ensured exact frame-level synchronization across all devices for concurrent playback, utilizing a highly optimized media pipeline consisting of the VideoDecoder API, hardware-accelerated WebGL/Canvas rendering, and ABR management
- Co-designed and implemented a proprietary video codec that leverages a tile-based rendering and caching protocol to achieve seamless media playback with ultra-low bandwidth (< 1 Mbps)
- Executed the architectural migration of applications from cloud-based managed services to on-premise Linux environments, utilizing Apache and Cassandra DB

Software Engineering Intern

May 2024 – May 2025

- Developed Windows desktop applications for managing client-facing programs using WPF and C#
- Deployed custom installation packages for client software packages, handling pre-install configuration, licensing integration, and user-defined installation paths through WiX Toolset and Advanced Installer
- Built and integrated RESTful APIs in C# focusing on security and scalability

UniBuzzy

May 2023 - January 2024

Team Lead; UI/UX Developer

- Oversaw a small team of developers and coordinated project tasks
- Ensured the successful completion of individual programming requirements for overseas partners
- Led small coding sessions to help members develop their skills with Vue

Projects

LiveThrive CHaRM App

August 2024 - May 2025

iOS App Store / Google Play Store

- Co-developed and launched a production-grade mobile application for an Atlanta-based non-profit using Flutter, currently live and actively utilized by real-world customers for recycling resource management
- Architected a robust backend infrastructure leveraging .NET 8 API endpoints and Azure SQL Server to manage core application data such as facility schedules across locations and user appointment statuses
- Implemented a robust appointment scheduling and QR-code check-in system with a secure administrator portal for facility capacity tracking, appointment management, and ZIP code demographic analytics