Josue Torres Sibaja

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Final-year Computer Science student (Software Engineering emphasis, University of Costa Rica) with experience in full stack development, API design, and database-driven backend systems, focused on building scalable, well-engineered software leveraging modern engineering practices and AI agentic workflows. Currently seeking a Software Engineering internship or entry-level role to contribute to production-grade applications and collaborate within an engineering team.

EDUCATION

University of Costa Rica (UCR) 2023 – Present
B.Sc. in Computer Science, Software Engineering Emphasis *(Expected 2027)*
Relevant coursework: Software Engineering, Advanced Databases, Cybersecurity, Web Development, Human–Computer Interaction, Operating Systems, Data Communication Networks.

National University of Costa Rica (UNA) 2019 – 2021
Conversational English Program – 13 levels (520 hours). English proficiency: B2–C1.

TECHNICAL SKILLS

Languages & Frameworks: Python, Java, C++, C#, HTML/CSS, JavaScript, TypeScript, ASP.NET Core, React, Next.js, Node.js.
Databases & Tools: SQL Server, PostgreSQL, Git/GitHub, Visual Studio, VS Code, Linux, Windows, Figma.
AI & Agentic Tooling: Autonomous Coding Agents (Google Antigravity, Claude Code CLI), Context & Tool Management, LLM-Assisted Architecture & Refactoring.
Practices: CI/CD, Scrum, SOLID Principles, Design Patterns.

EXPERIENCE

IT Support Assistant Aug 2026 – Present
Orientation Office, University of Costa Rica
Performed hardware and software maintenance, including installing and updating Windows and institutional programs, replacing components (e.g., swapping HDDs for SSDs), installing Windows OS images, running system backups and disk cloning, and building and editing WordPress pages via remote host connections for academic units.

PROJECTS

All projects below were completed as coursework at the University of Costa Rica

Virtual Microscope Administration Panel Mar 2026 – Jul 2026
Designed and implemented the C#/.NET data management layer for a desktop microscopy-workflow application, organizing specimen collections into hierarchical structures (Groups, Boxes, Slides) linked to high-fidelity microscope images, and backed by an embedded database for secure local data management.
Tech Stack: C#, ASP.NET Core, HTML, CSS, JavaScript, PostgreSQL, Visual Studio.

ThemePark UCR Aug 2025 – Dec 2025
Built backend REST APIs in C# for a Unity-based virtual university simulation, managing buildings, learning spaces, and interactive objects. Followed Scrum methodology to integrate backend services with the virtual environment while keeping the codebase maintainable and scalable.
Tech Stack: C#, ASP.NET Core, REST APIs, SQL Server, Visual Studio.

Online Learning Platform Mar 2025 – Jul 2025
Built a web-based online learning platform with user management, course publishing, content administration, and a ratings and reviews system. Applied Scrum and SOLID principles and set up CI pipelines with static code analysis for collaborative development on GitHub.
Tech Stack: Python, HTML, CSS, JavaScript, CI/CD, GitHub, VS Code.

Distributed ASCII Art System Mar 2025 – Jul 2025
Developed a distributed system in C++ with a client, an intermediary server, and multiple ASCII art servers communicating over sockets in a Linux environment. Implemented inter-process communication, connection management, and a custom file system for storing and retrieving figures across servers.
Tech Stack: C++, Sockets, HTTP, Linux.