

Josh Haines

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Work Experience

Artisan Partners

Software Engineer Intern

Milwaukee, Wisconsin
June 2025 - Present

- Engineered an event-driven microservice using AWS SNS, SQS, Lambda, and Step Functions to sync employee data across different applications in real time, replacing a costly daily sync with a change-driven model.
- Automated employee work-anniversary and milestone recognition using AWS Lambda and ActiveBatch, integrating internal employee APIs with Slack and email notifications for company-wide and manager-specific alerts.
- Developed a React and Redux web application that supports content management for the company’s internal iOS podcast app, enabling non-technical teams to publish and edit episodes without engineering involvement.
- Updated legacy trade-processing applications to support internal API changes, ensuring consistent, accurate and timely delivery of trade information essential for compliance and internal client teams

Personal Projects

Betify (iOS, Android)

December 2024 - Present

- Developing a full-stack fantasy social sportsbook app where users can wager on custom events using in-app currency with no monetary value. Developing full-stack features using Google Firebase for storage, Python for backend server-side logic, React Native and TypeScript for frontend, and Google Cloud for cloud infrastructure. Designing real-time updates and user authentication, focusing on a smooth, engaging user experience.

Pure Poker (iOS, Android)

December 2022 - July 2023

- Designed and engineered a simple, casual poker game for Android and iOS using the Unity Game Engine, Adobe Photoshop, and C#. Optimized performance, fixed bugs, and delivered a smooth user experience. Achieved 8,000+ downloads and \$250+ in revenue. Provided valuable learning experience in maintaining code and the general software development life cycle.

Skills

- Languages:** Python, C++, C#, Java, TypeScript, JavaScript, HTML, CSS
- Frameworks:** React, React Native, Node.js
- Cloud & DevOps:** AWS (Lambda, S3, SQS, SNS, Step Functions), Terraform (IaC), Google Cloud, CI/CD
- Tools & Practices:** Git, Bitbucket, Jira, Confluence, Agile, Kanban, REST APIs, Unit Testing

Education

Wisconsin Lutheran College

Computer Science & Data Science, B.S
Minor in Mathematics

Milwaukee, Wisconsin
Expected May 2028
Cumulative GPA: 3.91 / 4.0

- Relevant Coursework: Software Development, Data Structures and Algorithms, Web Development
- Freshman Honors in Mathematics Award - 2025

Kettle Moraine Lutheran High School

Jackson, Wisconsin
August 2020 - May 2024

- ACT: 32, AP Computer Science A: 4
- Scholar Athlete Award - 2024
- National Honor Society, Basketball, Baseball, Soccer