

Josh Wilcox

+44 7710 029399 | cv@josh.software | linkedin.com/in/josh-wilcox-swe | github.com/Joshua-Wilcox

EDUCATION

University of Southampton

Southampton, UK

MEng Computer Science (Software Engineering)

Expected Graduation Jul 2028

- **Average Grade:** 82.2% (First Class). Top 3% of cohort.
- **Relevant Modules:** Algorithmics, Formal Specification and Verification, Programming Language Concepts, Software Design and Development, Artificial Intelligence, Data Management

Queen's College, Taunton

Taunton, UK

- **A-Levels:** Further Mathematics (A*), Mathematics (A*), Physics (A), EPQ (A)

WORK EXPERIENCE

NCR Voyix

Bath, UK

Software Engineering Summer Internship

Jun 2026 – Sep 2026

- Worked with the largest engineering team to add percent-complete and transfer-rate reporting in **Go** to a **Kubernetes** CRD-based OCI image importer, giving platform users live visibility into transfers of multi-GB VM images
- Implemented transfer-progress smoothing using an exponential moving average (EMA) to reduce large fluctuations in reported progress.
- Built a **GraphQL** API integrating the importer with an internal **PostgreSQL**-backed service to expose live import metrics, with polling intervals selected to balance update freshness against load
- Formal Git/PR review and CI/CD workflow, with extensive review from multiple engineers before production deployment.

OpenAI

Southampton, UK

Student Collective Campus Lead

Oct 2026 - Present

- Leading workshops, studio hours, and showcases to allow students across all fields to be comfortable using AI.

PROJECTS

flashcards.josh.software | Study Platform for University Cohort Project on GitHub

- Built and self-hosted a Go/React study platform used by a third of my university cohort, recording 25,000+ flashcard interactions; implemented Discord OAuth and deployed via Docker/Cloudflare Tunnel.
- Automated AI card generation with **n8n**, triggered on GitHub pushes of $\text{\LaTeX}$ notes; a scheduled QA agent performs semantic deduplication against the live database. 4,000+ cards generated

CashCat.app | Full-Stack Budgeting Application

Project on GitHub

- Implemented transaction analytics using date-range filtering, category and vendor aggregation, top-N ranking and period comparisons, alongside a squarified treemap layout with minimum tile-size normalisation
- Handles 4,000+ transactions across 1,500+ merchants and 300+ user-defined categories, delivering personalised spending breakdowns and trends

Damaskus | Puzzle Game (Global Game Jam 2026)

- Built a **Godot**/GDScript puzzle game in a team of 4 during a 48-hour game jam, featuring dual-character mechanics and unique mask abilities across many levels
- Built a full-stack community platform (**React** + **n8n** backend) for creating, uploading, sharing and starring JSON-serialised levels, with 5+ custom levels uploaded during the competition
- **Won** the Southampton People's Choice award at the University's location for the Global Game Jam

University Coursework

- *Artificial Intelligence* Python chess bot, *Programming I* FloodFill maze pathfinder, *Programming III* RDF query language written in Haskell, *Group Design Project* sexual health app using AGILE.

ADDITIONAL INFORMATION

Leadership

- **Course Representative** – Liaison between 300+ students and faculty, won award for **best academic impact**
- **ECSS Welfare Officer** – Provide support and advice for 500+ members in the largest society on campus

Technical Skills

- Languages: Go, Python, SQL, Java, Haskell, TypeScript, C
- Technologies: React, GraphQL, PostgreSQL, Docker, Kubernetes, n8n
- Engineering: Git, CI/CD, Test Driven Development, Linux, Cloudflare