

JOSHUA BALDWIN

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PROFESSIONAL SUMMARY

Full-stack Software Engineer II with a Master's in Computer Science. Architect scalable Java/Spring Boot backend services and own a framework-agnostic web component library powering reusable UI across every frontend team. Experienced across distributed systems, AI-driven backend infrastructure, and design-system engineering — comfortable taking a feature end-to-end from data layer to user interface.

CORE SKILLS

Languages: Java (Expert), TypeScript (Expert), JavaScript (Expert), Python, SQL (MySQL/SQL Server), C, HTML/CSS

Frontend: Angular, Angular Elements, Web Components, Component Theming, Accessibility

Backend & Platform: Spring Boot, RESTful Services, Node.js, OAuth 2.0

AI & Orchestration: LangGraph, Agentic Workflows, AI-powered developer tools (Claude)

Cloud & DevOps: Azure, AWS, Red Hat OpenShift, Docker, Kubernetes, GitHub Actions, Argo CD

Data & Performance: Ingestion Pipelines, LoadRunner, Postman

PROFESSIONAL EXPERIENCE

Arch MI

Software Engineer II (Promoted from SE I)

*Greensboro, NC
July 2023 – Present*

- Architect and maintain high-performance Java and Spring Boot backend services, ensuring high availability and resilience for high-traffic platforms.
- Built and own a framework-agnostic web component library using Angular Elements, enabling consistent, reusable UI across every frontend team in the organization.
- Lead the design of AI-driven backend infrastructure utilizing LangGraph for multi-agent orchestration of complex domain queries.
- Optimize data ingestion and distribution pipelines, leveraging MySQL and SQL Server to handle large-scale event processing and system metadata.
- Modernize legacy web services into a hybrid-cloud architecture using Azure and OpenShift, facilitating seamless integrations for external partners.
- Conduct end-to-end performance engineering using LoadRunner to identify bottlenecks in distributed systems, ensuring stability under massive end-user loads.
- Accelerate development velocity by integrating AI-powered developer tools (Claude) for rapid prototyping and complex problem-solving.

Arch MI

Software Engineer Intern

*Greensboro, NC
June 2022 – August 2022*

- Designed a visualization tool for audit data events using SQL integration to transform raw ingestion streams into actionable operational insights.
- Developed a dynamic pointing tool for Agile refinement, improving team estimation accuracy and engagement.

Appalachian State University

Graduate Teaching Assistant

*Boone, NC
August 2021 – May 2023*

- Mentored students in distributed systems and Java programming, focusing on object-oriented design and performance-oriented software patterns.

EDUCATION

Appalachian State University

Master of Science in Computer Science (*Concentration: Web and Mobile Development*)

Boone, NC

Appalachian State University

Bachelor of Science in Computer Science

Boone, NC