

Joseph Seagal

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Skills

Languages: Python, Java, C#, JavaScript, TypeScript, SQL, C/C++, GDScript, CSS, HTML
Development: Git, Visual Studio Code, Playwright, .NET, Oracle Database, Godot
Other Tools: Jira, Confluence, SharePoint, Citrix, MS Office, Microsoft Teams, Linux, Windows

Education

Drexel University, B.S. Computer Science

Sep 2021 - Jun 2026

Experience

Software Engineer

Windber, PA

Chan Soon-Shiong Institute of Molecular Medicine at Windber

Apr 2024 - Sep 2024

- Developed and maintained pivotal Cancer Moonshot projects, driving technological advancements to accelerate breakthroughs in cancer research
- Created a test framework within an agile methodology, significantly reducing manual testing time and accelerating development cycles resulting in more efficient releases
- Performed regression testing on biopsy data transfer process, ensuring researchers had accurate and reliable records
- Designed specialized end-to-end tests using Playwright, including simulated user interactions and database verification, to ensure coverage across development, quality assurance, staging, and production environments
- Implemented automated smoke tests for CI/CD pipeline to proactively catch regression issues with each code push, resulting in reliable releases with fewer defects
- Documented and showcased value of automated testing to the broader business through standard operating procedures and live demonstrations

Collaborative Services Engineer

Philadelphia, PA

National Board of Medical Examiners

Apr 2023 - Sep 2023

- Configured servers using Citrix Workspace to troubleshoot, test, and deploy software upgrades, as well as to manage security and user permissions
- Engineered infrastructure and provided ongoing support for multiple servers hosting business-critical tools such as EMS Office Hoteling and Desk Booking Software to ensure reliability for employees and clients
- Collaborated with team members using the ServiceNow ticketing system to assist workers with various software including MS Office, Uniflow, and Microsoft Teams
- Crafted internal websites using SharePoint to implement documentation libraries, forms, and administrative features

Computer Technician

Philadelphia, PA

Drexel University

Sep 2022 - Mar 2023

- Completed hardware testing, troubleshooting, and component disassembly for repair and maintenance processes
- Conducted inspections, diagnostics, and repairs in computer labs to ensure systems were operational for student and faculty use
- Provided IT support and managed the organization of legacy hardware, cables, and e-waste

Operations & Technical Support

Southampton, PA

Seagal Solutions, Inc

Jun 2021 - Sep 2023

- Engaged customers by gathering information, resolving inquiries, and facilitating team communication through weekly meetings and brainstorming sessions
- Assessed and contributed to the creation of company documentation, including statements of work and proposals
- Configured Windows and Linux operating systems on servers exclusively dedicated to oncology research

Projects

Sunset System (Game) www.sunset-system.com

Jul 2024 - Present

- Developing a hand-drawn platformer following a cleaning robot in a retro-futuristic mall with several team members
- Utilizing Godot engine to rapidly engineer new features and in-game entities using a custom-designed module system
- Crafted a Godot addon that imports and parses JSON Canvas node graphs into game-ready resources, enabling fully navigable dialogue trees, variable precompilation, situational logic, rolls, and command execution, making it trivial to design complex dialogue and cutscenes through a visual tool without writing code
- Engineered a modular camera system with zone-based boundaries, priority-driven overrides, and cinematic transitions, giving level designers fine-tuned control over camera behavior and player experience

Soccer Super Stars (Multiplayer Web Game) soccer-super-stars.fly.dev

Sep 2025 - Dec 2025

- Created an online multiplayer soccer game focused on fast paced competitive play between connected players
- Established a multiplayer networking layer using React and WebSockets to keep gameplay consistent for all participants during live sessions
- Defined server side logic to simulate ball behavior and govern match flow with centralized game rules
- Implemented lobby and matchmaking systems with join codes and server managed rooms to reliably organize player sessions and coordinate clean game starts

Board Game Database Application

Sep 2025 - Dec 2025

- Designed an application that allows board game players to create accounts, join groups, set preferences, and discover new games tailored to their interests
- Modeled a normalized PostgreSQL schema to represent complex many-to-many relationships across games, users, groups, and creators, enabling flexible querying
- Added user and group management features with full CRUD support and preference driven search backed by multi table join queries