

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

Chan Soon-Shiong Institute of Molecular Medicine at Windber

Windber, PA

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

National Board of Medical Examiners

Philadelphia, PA

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

Drexel University

Philadelphia, PA

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

Seagal Solutions, Inc

Southampton, PA

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
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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	