

Joshua Jenks

Full-Stack Software Engineer

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Summary

Full-stack software engineer with 20 years of experience building and scaling web applications. Combines enterprise software development expertise with entrepreneurial ownership of a profitable online gaming platform hosting multiple browser-based games. Specializes in React/TypeScript frontends, Laravel/PHP backends, and real-time multiplayer game architecture.

Technical Skills

Frontend: React.js, TypeScript, JavaScript, Material-UI, Blade Templates, HTML5, CSS3/SASS, Vite

Backend: PHP, Laravel, CodeIgniter, Node.js, REST API Design, SSO/OAuth, Sanctum Authentication

Database: MySQL, Eloquent ORM, Query Optimization, Database Schema Design, Migrations

Real-Time: WebSockets, Supervisor Process Management, Long-Running PHP Engines

DevOps: Linux Server Administration, SCP/SSH Deployment, Git, npm, PHPUnit

Game Dev: Multiplayer Game Architecture, Virtual Economies, Leaderboard Systems

Professional Experience

Software Developer

IVO Systems - Construction Software Platform | April 2023 - Present

- Architected comprehensive PHP data model layer spanning 25+ models including Jobs, Work Orders, Equipment, Employees, Timecards, and Telematics integrations
- Designed and implemented RESTful APIs with CRUD operations, server-side pagination, and input validation supporting thousands of records
- Built React/TypeScript frontend components (JobList, EquipmentList, User/Employee Lists) with MUI DataGrid, sorting, export functionality, and toast notifications
- Established PHPUnit testing framework and wrote backend validation tests
- Optimized database queries by removing problematic subqueries, improving User List performance
- Integrated Filestack for admin data import functionality; rewrote import scripts for LaborCode and EquipmentCode
- Delivered 200+ commits across full-stack features including CrewBuilder, Job Templates, Dispatch Tickets, and Company Subscriptions

Owner / Lead Developer

Red Shade Games LLC | 2006 - Present | redshadegames.com

Founder and sole developer of an independent game development company running multiple production web games for 18+ years.

Platform Architecture (Laravel)

- Built centralized authentication portal (redshadegames.com) with SSO/Sanctum token-based authentication serving multiple game applications
- Developed shared REST API infrastructure for cross-game features: user profiles, friends, messaging, achievements, notifications, and virtual currency
- Implemented email queue system with Elastic Email integration for transactional and marketing emails
- Created admin dashboard with user management, moderation tools, support ticket system, and penalty tracking
- Designed 35+ Eloquent models for users, forums, store transactions, achievements, and referral systems

Grid Tycoon - Racing Management Game (Laravel)

- Architected complex racing simulation with 70+ data models covering cars, drivers, tracks, races, and events
- Built car discovery and collection system with manufacturer showrooms, shopping cart, and ownership history
- Developed driver management system with avatars, traits, statistics, and AI personality generation
- Created dynamic race track editor with segment patterns, sprite placements, and lap time calculations
- Implemented real-time race broadcasting with WebSocket integration
- Built event system with multi-step templated storylines and player choices

Anglyx - Fishing Simulation Game (Laravel)

- Developed fishing gameplay with lure collection, fish discovery, and body-of-water environments
- Built ambient sound system with collections and dynamic audio mixing
- Created boat ownership and customization system
- Implemented water sprite rendering and visual environment system

Trophy Fishing Online 2 - Legacy Multiplayer Game (PHP/MySQL)

- Maintain active multiplayer fishing game with persistent player base since 2006
- Architected 5 concurrent game engine processes managed by Supervisor for real-time game state
- Designed virtual economy with in-game currency, leaderboards, and tournament systems
- Built custom forum system with topic/post management, moderation, and rich text editing
- Migrated codebase from PHP 5 to PHP 8 compatibility
- Manage Linux server infrastructure including deployment, monitoring, and SEO optimization

Education

Herzing College - Coursework in Computer Science

Self-directed learning in web development and software engineering (20 years)

Availability

Open to contract, freelance, and part-time remote opportunities in React, TypeScript, Laravel, PHP, or full-stack development.