

Joshua Diniega

SOFTWARE ENGINEER

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- Remote · US business-hours overlap

SUMMARY

Software engineer building and maintaining production software end to end across TypeScript/React and PHP/Laravel. Subcontracted on both contracts below: a primary contractor holds the direct client relationship, and I own delivery on the areas I'm brought in for. Owned the real-time layer of a live multi-tenant platform; strongest at tracing production defects to root cause in code I didn't write.

~190 tickets shipped across two subcontracted production platforms in 7 months · 3 web apps built and deployed solo

EXPERIENCE

Subcontracted Software Engineer — Scheduling and booking platform, US

May 2026 – Present

React Native · Expo · TypeScript · Fastify · tRPC · MongoDB

- Shipped ~50 tickets across 440+ commits in three months, working in a legacy React Native app and the monorepo replacing it. One source, shipping to iOS, Android and web.
- Identified and remediated a class of object-level authorization gaps across the API, and sequenced the fixes by risk.
- Designed a three-tier responsive layout system for phone, tablet and web, with documented breakpoint conventions.
- Proved data and behavior parity against the incumbent platform by tracing mismatches to root cause with captured request/response pairs.

Subcontracted Software Engineer — Home-care operations platform, US

Jul 2025 – Nov 2025

Laravel · Vue 3 · TypeScript · Pinia · WebSockets (Pusher) · Redis

- Delivered ~140 tickets across 842 commits in four months while owning the platform's real-time layer, ranking fifth most active contributor on a codebase dating to 2022.
- Replaced hard-refresh workflows with event-driven calendar updates on tenant-scoped authenticated private channels, closing a hole where events broadcast without authentication.
- Fixed a recurring-schedule defect where occurrences existed only as recurrence rules, leaving no concrete record to broadcast. Added occurrence materialization to the create and update flows.
- Built a reporting subsystem end to end: DTOs, repositories, controllers, authorization policies, and PDF/Excel export including revenue projection.

Programming Instructor — E2Ps-ICT, Provincial Government of Leyte

Nov 2025 – Present

- Instructor for Phase 2 of the Baybay cluster, the advanced cohort of a provincial digital-skills and programming initiative.
- Hands-on programming instruction, curriculum planning, and one-to-one guidance for students building toward technical careers.
- Built Java Course Hub (under Projects), the platform the class runs on.

PROJECTS

Unified Brain — Engineering-Memory System for Coding Agents [live](#) · [recall console](#)

Node (MCP server) · BM25 retrieval · Next.js 16 · TypeScript

- A cluster/distill/rank/recall/feedback pipeline that compiles an archive of bug and decision records into a small set of transferable lessons, served over MCP so an agent carries a few thousand tokens of standing context instead of the full corpus. The records are written by the coding agents that hit them, under gates I own.
- BM25 over the distilled layer, no embedding model: retrieval quality and standing token cost are both enforced as failing CI checks, not documented as intent.

Java Course Hub — Browser-Based Classroom Platform [live demo](#) · [source](#)

Next.js 16 · React 19 · TypeScript · Supabase · Tailwind v4

- In production with my ICT class: sequential lesson unlocks, a teacher dashboard, and a 1,024-line in-browser MySQL interpreter that reproduces MySQL's real error codes, covered by a 59-assertion test suite.
- Invite-only enrollment enforced by a Postgres trigger; disposable demo classrooms double as authorization smoke tests.

Mnemo — AI Study Companion [live](#) · [source](#)

Next.js App Router · TypeScript · Supabase · Tailwind · Vercel

- Solo build: auth, document upload and parsing, five AI endpoints (tutor chat, flashcards, quizzes, summaries, insights), and a progress dashboard.

The Book of Us — Interactive Storytelling App [live](#)

Next.js App Router · TypeScript · Supabase · Vercel

- Solo build on a hand-written procedural rendering engine: ~2,400 lines of seeded terrain, flora, cloud and day/night generation, with no runtime graphics dependencies.

SKILLS

LANGUAGES	TypeScript, JavaScript, PHP, SQL
FRONTEND	React, Next.js (App Router), Vue 3, React Native, Expo, Tailwind CSS, TanStack Query, Zustand, Pinia
BACKEND	Node.js, Fastify, tRPC, Laravel, REST APIs, WebSocket broadcasting
DATA	PostgreSQL, Supabase, MongoDB, Mongoose, Eloquent, Redis
TESTING	Jest, React Testing Library, Vitest, Vue Test Utils, node:test
PRACTICES	Policy-based authorization, multi-tenant data isolation, schema design & migrations, event-driven architecture, timezone & date correctness, code review

EDUCATION

BS Computer Science — Visayas State University Two years completed

E2Ps-ICT Programming Program — Provincial Government of Leyte 2024 – 2025

- One-year hands-on programming training. Hired by the program afterward to instruct its Phase 2 advanced cohort.