

Joshua C. Miertschin

CONTACT INFORMATION

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PROFESSIONAL EXPERIENCE

Winona State University, Winona, MN

Software Testing Engineer contracted to Watlow

Feb 2024 - Dec 2025

- Developed Automated UI tests using Telerik Test Studio and C#.
- Fixed bugs in applications under testing that support the main software development team.
- Setup an automated testing system to run tests overnight.
- Created a test recording system with Python scripts and OBS to record videos of tests for better investigation of test failures.

KEEP Labs Inc., Toronto, Ontario, Canada - Remote

Embedded Software Engineering Intern

June 2022 - Sept 2022

- Collaborated with a team to develop, implement, and debug features written in Elixir on embedded Linux.
- Worked directly with senior UX designers to independently implement hardware motion and lighting functionality based on user research.
- Contributed to the design of an IoT medical adherence lock box, based on the Nerves platform.

Fastenal, Winona, MN

CNC Machinist

June 2018 - May 2022

- Created programs using CAD/CAM, setup, and operated CNC machines for medium size manufacturing runs.

EDUCATION

Winona State University, Winona, MN

BS Computer Science

Jan 2023 - Dec 2025

- Coursework includes digital circuit and microprocessor electronics.
- featuring a special project to do arduino stuff on an FPGAs.

Minnesota State College Southeast, Winona, MN

CNC Machine Tool diploma

Sept 2018 - May 2020

SKILLS

Programming: C, C#, x86 Assembly, Elixir, Java, Python, Lua

Version control: Git, Github, TFS

PORTFOLIO

Development of an Additive Cutting Manufacturing System

Oct 2018 - May 2020

- Independently designed, sourced, manufactured, assembled, and programmed a six-tool, tool changing 3D printer as the capstone project for CNC Machine Tool Diploma.
- Immich album: addcut.9rtyt.dev

Projects

Love2d Minesweeper Game

- Self-directed design and release of a simple, no-frills minesweeper game.
- Project Repository: github.com/THE9rtyt/love2d-MineSweeper-Game

MBRsweeper

- a simple minesweeper game that fits inside a 512-byte MBR. programmed in x86 assembly.
- Project Repository: github.com/THE9rtyt/MBRsweeper

INTERESTS

- Running a home lab and self hosting
- Home projects with RPi/ Arduino/ FPGAs
- 3D printing, Machining
- Modifying cars and LEGOs.