

Joshua Klenk

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SUMMARY

Computer Science senior who co-developed a custom AR haploscope for near-field depth perception research – engineered the Unity rendering pipeline and built the Python/OpenCV calibration tooling. Led a 5-person C++ engine project as Scrum Master, applying SOLID principles and full Doxygen documentation standards across a semester-long Agile development cycle.

TECHNICAL SKILLS

Languages: C++, C#, Python, SQL

Simulation & XR: Unity (C#, New Input System), Unreal Engine, OpenCV, AR/VR development

3D & Visualization: Blender, Shapr3D, Autodesk, Substance Painter, FBX pipeline, ANSI console rendering

Tools & Practices: Git, GitHub Desktop, Visual Studio, VS Code, Jira, Doxygen, Agile/Scrum, Linux

EDUCATION

Fairleigh Dickinson University | Florham Park, NJ

Expected May 2026

Bachelor of Science in Computer Science | GPA: 3.6 | Honors: Honors List

Relevant Coursework: *Software Engineering, Computer Architecture, Operating Systems, Data Structures & Algorithms, Database Development, AR/VR, 3D Game Creation, Linear Algebra, Physics II*

Raritan Valley Community College | Branchburg, NJ

2018 – 2023

Associate of Science in Information Technology | GPA: 3.55 | Honors: Dean's List

PROJECTS

AR Haploscope — Near-Field Depth Perception Research | *Unity, Python, OpenCV*

In Progress

- Co-developing a custom tabletop AR display using collimated and diopter lenses to study vergence-accommodation conflict and depth judgment accuracy — directly applicable to AR-assisted surgery and precision industrial systems.
- Engineered the Unity rendering pipeline for stereoscopic stimulus presentation; built Python/OpenCV calibration and stimuli alignment tools.
- Designing IRB-compliant human subjects experiments measuring depth judgment of occluded virtual objects vs. real-world targets; human subjects testing phase beginning within two weeks.

BB-TextAdventure — ASCII RPG Engine | *C++, OOP, Agile/Scrum, Jira*

Fall 2025

- Served as Scrum Master for a 5-person team over one semester; facilitated 3x/week standups, managed the Jira backlog, and coordinated sprint planning and retrospectives across 175+ commits.
- Applied SOLID principles to architect a modular, maintainable engine — separating rendering, input parsing, game logic, and world management into fully decoupled systems.
- Designed and implemented the Command pattern for player input dispatch using a hash map-based O(1) verb and noun lookup; built a file-driven level loading system with a coordinate-keyed entity map and cross-zone portal transitions.
- Maintained full Doxygen documentation across the codebase and enforced consistent coding standards across a multi-developer team.

WORK EXPERIENCE

Parts Advisor — Maserati & Alfa Romeo | Fullerton Auto Group | Somerville, NJ

2014 – 2023

Promoted from Service Advisor

- Began as a Service Advisor in a customer-facing role; shifted into the parts department and ultimately promoted to sole Parts Advisor for the Maserati and Alfa Romeo division, managing the department independently.
- Managed 3,000+ SKU inventory using Reynolds & Reynolds and CDK dealership management systems, maintaining stock accuracy through systematic cycle counts, reorder tracking, and discrepancy reconciliation.
- Served as the primary liaison between the parts, service, and technician teams; championed and contributed to the deployment of Microsoft Teams to streamline cross-department communication, reducing friction in parts requests and repair coordination.
- Operated with a high degree of autonomy; owned vendor relationships, special-order fulfillment, and daily department operations with minimal oversight across nine years of consistent performance.